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Flippin' heck! Two (count 'em) PC Engines, a Sega Megadrive and one hundred quid's worth of software for your computer are all on offer on our mega phone lines!

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go with it!

WIN NINTENDOS

15

Five (count 'em) deluxe Nintendo sets are on offer from Ni



PC ENGINE 8

There's a new version of the PC Engine in town, the Super Grafx, which features extra chips, a stunning box and an amazing



PLAYMAS- 35

TERS

Loads of mega stuff, including Batman maps and tips and the definitive Xenon II players guide, and of



CONTACTS AND CREDITS

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THIS MONTH'S COVER: GHOSTBUSTERS IF ROM ACTIVISION

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EDITOR: JULIAN
"JAZ" RIGNALL
Captain of the UK
Video Game Team
(Chammmploocoms), our Jaz
a bit of a whize on

the old video games.
Then he's not eding the magazine,
e's guaranteed to
e bashing some
ame or other - he



MEGADRIVE OFFER

MEAN MACHINES We've got Bloody Wolf on the PC Engine, two brand spank-ing new Sega games, Cloud Master and Tennis ace, and news of an affordable arcade system!

COMPILATION CRAZEE

THE OTHER STUFF 14

NEWS REVIEWS INDEX MAILBAG CHARTS BUDGET ROUND-UP ADVENTURE

NEXT MONTH

81

96

161

REVIEWED THIS MONTH

DEC 1989 No.97

ACTION FIGHTER
ACTION

PREVIEWS

Loads of amazing stuff this month, including Dynamite Dux. Paycho Fox and Dead Angle on the Sega Master System. Footballer of the Year II, Punisher, Spr. Dy Clinenawer's Ia. List and greatest, TV Sports Basketball Deri Gitmap Bros' stunning new isometric perspective game, Ca



ART EDITOR: AN-DREA "GIMME COPY" WALKER Andrea is C+VG's Art Editor, and spends most of her spends most of her time looking for her scalpel rulers scis-sors/pen so she ca-slap the next page down at top speed and have enough time to nip into the games room for a quick blast.

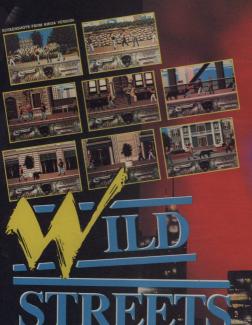


PAUL "STAND-IN" GLANCEY Hero Paul, who stood in as extra team member in the



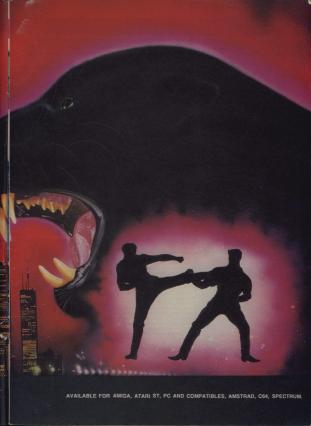
STAFF WRITER PAUL "RANDY" RAND

RAND
On a recent trip back
to his home town of
Newcastle he had a
bit of an argument
with a chip pan fryer
and game off the
worse for wear. "The
oil just jumped onto
me hand" said our
Geordie chum.





UNIT 4 STANNETS LAINDON NORTH TRADE CENTRE BASILDON ESSEX SS15 6 DJ - PHONE : (0268) 541 126 o titus 1999, wild streets, titus and the titus logo are registered trademarks of titus soctware corp.



NEWS

The consoles war is hotting up! Looking like something out of a science fiction movie, the PC Engine Super Grafx is released in Japan at the end of this month. Just how good is this latest super console? Julian Rignall has the story...

INSIDE THE BEAST

The PC Engine Super Grafx is a stunning-looking machine which resembles a piece of high-tech military gadgetry. And beneath its rugged exterior beats a mighty heart.

The machine uses a similar processor to the normal Engine, but has the addition of special video and bitterstyle chips to shift sprite data around very quickly, allowing up to 128 sprites to appear on-screen simultaneously, compared with the Engine 6.64.

The sound chip is the same as the Engine, but since Super Grafx cartridges feature more memory than their PC Engine counterparts, there will be much more room for sampled sounds and speech.



▲ Airborne blasting thrills!

THE GAMES

First and foremost, the PC Engine SG is compatible with all existing PC Engine titles, a feature that has become increasingly important in the design of new consoles, as it gives the user an instant games library while newer titles

There are details of only three SG games at the moment, a conversion of Capcom's Ghouls in Ghosts (which looks as good as, if not better than the Megadrive version), an amazing Rastan-style arcade adventure, and a stuning 30 flying game that looks similar to Look-On. The latter two have untranslatable jagoanese names.

Reports state that there are another seven games currently being developed

THE WHOPPER ADD-ON

An incredible piece of hardware that is being released simultaneously with the Engine SG is the Power Console, a control unit which makes the Konix Multisystem look very ill indeed, It fea-



▲ The new console in all it's glory, tures a full steering yoke, rather like the controls on the Star Wars areade games, complete with top-mounted fire buttons, a gear stick/throttle, an LCD clock/timer, an LED radar-type display, a numeric keypad, and a plethora of buttons and knobs! The Engine SG slips neatly inside it, and nore installed, you've got a control system that a 747 pilot would be jealous of!

▼ The Power Console - how's THAT for a joystick?





rently state that it'll be available by autumn 1990), there's going to loads of new Engine games. What's more of the normal PC Engine title.

IN CONCLUSION

The Engine SG is a brilliant new maaccount the amazing Power Console. when compared with games on other systems - with its extra chips. SG

WHEN AND WHERE

lease date in Japan is later on this month and it'll retail at just under £180 if things go the same way as they did with the Engine, you'll probably be able to buy modified imported versions early in the new year for around £250.





Grab the yoke and whiz through the ethe

▲ Rastan-style hackin' and slayin'.

SPEC PROCESSOR: HUDSON 6502 LSI+

COLOURS: 512 RESOLUTION: 256x216

SPRITES: 128 ON-SCREEN SIMULTANEOUSLY SOUND: 6-CHANNEL STEREO

RAM: 128K WITH 32K VIDEO RAM

Pretty As A Picture, Mean As The Devil.

Weird things happen... The slime is on the rise. The Titanic has arrived. And after 300 years, Vigo the Carpathian won't stay dead.

Who you gonna call?

Get your bustin' business back on its feet. Hit the streets in your Ectomobile. Go underground to discover a river of slime...and rise above it all with the Statue of Liberty. All to turn evil to good and defeat Vigo at the Museum of Art.

Action, adventure, strategy challenges and great laughs. Ghostbusters II.



ATARI ST SCREEN SHOW?



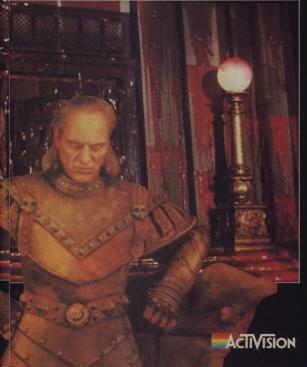




GH#STBUSTERS III

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CHAMP-IOOOONS

Yaah! We stuffed 'em! The UK Video Games Team sponsored by US Gold and Computer and Video Games fair trounced the French and Spanish national sides in the first European Video Games Championship held recently at the Salon de la Micro show in Paris.

tioned US Gold/Boys Club competition. PAUL "Oh No" GLANCEY - C+VG Staff Writer and last-minute substitute.

The team was ably supported by US Gold PR supremo Danielle Woodyatt and her assistant Andrea, who organised the whole trip, argued with wai-

THE BRITISH TEAM ROSTER

JULIAN "The Cap'n" RIGNALL -C+VG's Ed, also ex-C+VG arcade champ and blaster extraordinaire. ex-C-VG arcade champ, and holder of numerous arcade world records. SIMON "Pommes-Frites" HADLING-TON- Runner-up in the US Gold/Boys Club games championship of '88. STUART "Nee Bats Man" CAMP-BELL - Overall winner of aforemen-

THE COMPETITION

The players were tested in three minute sessions on five games across a variety of machines. The team scores were then totalled and the win-



▲ The night before... The TILT staff treat the teams to an amazingly keen meal, but judging by this shot of Julian's peppered steak, the wine was flowing a little TOO freely for our anonymous camera person...



Martin Deem mulls over his strategy before taking on Amiga New Zealand Story.



Martin and Simon try to glean a few moments of practice on Turbo Cup, the ST game which was to prove the team's nemesis.



Simon grips his day-glo joystick with relish, licking his lips as he takes control of Tiki the kiwi. New Zealand Story is the game he's best at!

CHAMP-1000ONS



It's all over and it's time for the winners to pose in the Paris sunshine for Danielle to take a team photo. And they are (from left to right): Poul Glancey, Andrea Newton (US Gold haggler, translator and general bonne winnet). Amortin Deem, julian Rignall, Stuart Campbell, and Simon Hodlington. Vive les vainqueurs!!! Right, now off for some more of that fancy French nash!

ners declared. The British team notched up record scores on Nintendo's Super Mano Brothers, Ocean's Amiga version of New Zealand Slory and Sega's poopy old Captain Silver. The lads did creditably on the Amstad conversion of Forgoten Worlds too, and were only shymied by the ST version of Lorciel's Turbo Cup, which only Julian had played before (a year ago!).

THE RESULTS

But luck and a following wind were on our side. With sterling performances all round, the team took first place, followed by the French (sponsored by Tilt magazine) and then the Spanish team

(sponsored by Micromania magazine). Our boys won 3000 francs (about 300) each, and Julian would have taken the prize for "Best Player of the Tournament" (about 500) had he been 0.20 d a second faster in Turb Cup. Tchash! Still, that leaves him something to set his sights on for next year's hing to set his sights on for next year's because the sight of the price of the beautiful to the sight of the property of the sight of the property of the

AROUND THE WORLD OCEAN WINS BATTLE

Ocean, continuing their policy of releating strong 16 bit software, have just socured the rights to the sequet to Rain-bird's stunning 30 arcade strategy sin Carrier Command Battle Command is a 30 futuristic tank battle and will be leased in March, More news when we have it.

A STUNNA

Domark have snapped up the rights two of Atari/Tengen's hottest new coi ops, Escape From The Planet Of The

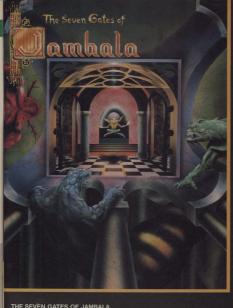
Hobot Monsters and STUN Runner. Planet OIT The Robot Monsters is a hilarious forced-perspective 3D romp in which you have to travel through a robot infested base and rescue the en slaved humans, while STUN Runner a labulous new 3D race in blast game for more details read the full review in the Arcade Action Megaboot.



DR DOOM AND SPACE ACE

national are two new licensed products. There is 0.7 Dooms Revenge, the game of the Marvel carbon character in which you control Spideman and Cagbain America on their way to detecting the opportunous baddle, and Space Ace; the conversion of the laser dask arcade game that's being or grammed by the team behind Dragon's Lat. We've already seen a dem of it looks amazing on both ST and Armgia - septe it a review next month.







ATARI ST





AMIGA



THE SEVEN GATES OF JAMBALA

Escape from the caves of Jambala in this fun-filled jump and run game with stunning graphics and sound.

You will face a labyrinth of caves which not surprisingly hide a host of inhabitants, good and bad, treasures, puzzles, magic spells and many hidden screens.

if you are lucky enough to find all 7 pieces of the missing magic wand and reach the last city you will finally have the chance to escape from the labyrinth.

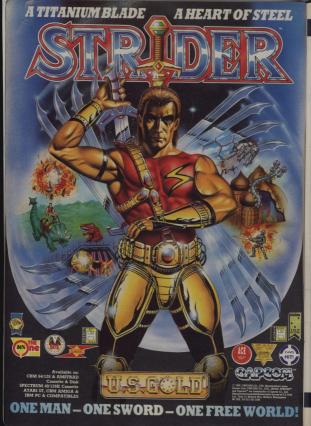
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EVIEWS INDE

THE

RATINGS

THE MARKS

REVIEWS

SPECTRUM ACTION FIGHTER GHOULS 'N' GHOSTS STAR WARS TRILOGY

STORY SO FAR II STORY SO FAR IV
THRILLTIME GOLD I
THRILLTIME GOLD II
THRILLTIME PLATINUM I CHRISTMAS COLLECTION

100% DYNAMITE GHOSTS 'N' GOBLINS MUTANT FORTRESS PAPERBOY RAMPAGE SHORT CIRCUIT SOLDIER OF LIGHT

AMSTRAD

TOLKIEN TRILOGY DARK FORCE STORY SO FAR II STORY SO FAR IV THRILLTIME GOLD I THRILLTIME GOLD II THRILLTIME PLATINUM I CHRISTMAS COLLECTION

HOUGHTON Ex-ZZAPI 64 Editor who loves

RAMPAGE SHORT CIRCUIT

C64 TURBO OUTRUN ACTION FIGHTER

C+VG COIN-OP HITS THE HITS STAR WARS TRILOGY TOLKIEN TRILOGY GIANTS

STORY SO FAR II STORY SO FAR IV
THRILLTIME GOLD I
THRILLTIME FLATINUM I CHRISTMAS COLLECTION 100% DYNAMITE GHOSTS 'N' GOBLINS

PAPERBOY SHORT CIRCUIT SOLDIER OF LIGHT THUNDERCATS

58 88 ST GHOSTBUSTERS II DOUBLE DRAGON II CHAMBERS OF SHADLIN TINTIN ACTION FIGHTER CURSE OF THE PHARACH GHOULS 'N' GHOSTS STAR WARS TRILOGY

LIGHT FORCE

C+VG HIT! REVIEWS

GHOSTBUSTERS II

Amazing graphics and great sam pled speech are all part and parcel TURBO OUTRUN54

ROCK 'N' ROLL 64 This original and highly entertain-ing arcade puzzle game looks great

OMNICRON 68 Imageworks' intriguing arcade ad-INTERPHASE 70 A fantastic combination of filled-3D blasting and puzzle gaming makes this original game a winner. **GHOULS 'N' GHOSTS** 76 Guide Sir Arthur through six manic levels of maybem in this brilliant ar-

DAMOCLES 106 The sequel to the classic game Mercenary has been a long time coming, but it's well worth the wait SWITCHBLADE116 Stunnin' runnin', jumpin', collecti fightin' 'n' fumpin' game from the HARD DRIVIN'

Incredibly realistic 3D driving simulation conversion from Domark - check out the HiT! review! WINNERS STORY SO FAR I STORY SO FAR III THRILLTIME PLATINUM II PREMIERE COLLECTION II

100

NINJA WARRIORS 120 **AXEL'S MAGIC HAMMER** 152

AMIGA ROCK 'N' ROLL STAR WARS TRILOGY

LIGHT FORCE WINNERS STORY SO FAR III PREMIERE COLLECTION II NINJA WARRIORS XENOPHOBE

PC OMNICRON

SEGA CLOUD MASTER TENNIS ACE

PC ENGINE





89

129

damaged city and had to disband. Now, four years later they're called out of retirement psycho named Vigo in the NY

to get a sample from what is, in spectres, ghostly hands and swinging him left and right to colas well as extra weapon supplies and courage elixir from ledges on the side of the shaft. The pons might sound like a night-

ly easy. So easy, in fact, that it's

screen, and swarms of slimers right. The statue's torch draws drop slime to the streets, which BY ACTIVISION

▼ Scoop the goop.







KAIDIK

PAUL GLANCEY



UPDATE

Expect the usual differences between the ST and Amiga versions. The 8 bit ames should have the me gameplay with compromised graphics and sound, and of course, no

SOUND VALUE

PLAYABILITY 84%

the movie's act

OVERAL

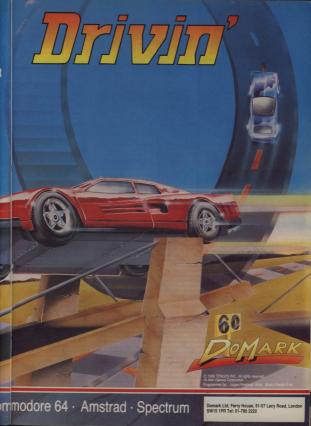




900 LOS1 ...

H. Y. SLIDES INTO THE 7TH LEVEL OF HELL!







Here he comes. Walking down the street. Getting the funniest looks. From everyone he meets. Hey-hey it's the YOB-ee. And people think he's a-vobbin' around. But he's too busy writing. To be kicking anybody down. If you've got something interesting to say. write to YOB'S MAILBAG, C+VG, 30-32 FAR-RINGDON LANE, LONDON EC1R 3AU. If your letter is particularly interesting, you could win a special YOB prize!

> PRICEY CREDITS Dear YOB.

I'll get straight to the point has anybody noticed the price of arcade machines late-

For example, I was in an arcade the other week and I was happily playing on Chase HQ and ran out of time. I delved into my trouser pocket and felt around (oooer). To my shock I had ran out of money. To be exact I had gone through 20 and I had only been there for half an hour! (And before you

I realise that the sophistication and technology of these machines is very great and they must cost an enormous amount of money, but perhaps the arcade owners could have a system where. when they have a new machine, make people pay

start getting ideas it wasn't

because I was crap at every-

chine has paid for itself (twice if they want) and then lower the price to around 20-30p a go. This would certainly please me because I am very poor (and no remarks about the stamp being 2nd class please) and I'm pretty sure it will be easier on everybody else's nockets too

about 50o a go until the ma-

Yours poorly, Big Balls Barry, Bedale, N Yorks.

YOB: Although your sentiments on machine pricing are sound, unfortunately a thing called money-grabbing capitalism stands between the arcade owner and him pleasing you. After all, given the choice between earning loadsamoney and pleasing some spotty oik, I'm sure you'd go for the dosh. And as for spending 20 in half an hour, I'm sorry to say and sad to report that you really

must be a pretty rubbish gamesolaver.

EVERYBODY NEEDS GOOD NEIGH-BORES Dear YOR

If you don't mind, please may I take the utter p*ss out of Gail Robinson in Neighbours. In the episode on Monday, 24th of July, Gail was playing Frogger on her computer at work. While playing she was pressing buttons at random. and generally taking yonks to get across the road bit. When she did she said to Paul "I've got to get across the logs; I don't think I'll do it". Paul does it for her in

0.00023 micro seconds, then both decide to have a contest on the game. Why oh why do people on TV still talk about "those ugly Space Invader machines" and "Pole Position". When will people eventually realise that games have developed drastically and teenagers play games like Hard Drivin' not bloody Frog-

James Oliver, Nutfield, Sur-YOB: Too flippin' right, It seems there's mass ignor-

ance about computer games in the generation above us. What really cheeses me of, though, is that not only does the BBC still wheel out crummy old Acorn Micros at the first available opportunity, but there's no telly program for computer games. After all, it's the ideal media to show off graphics and sound.

And it's a proven fact that playing computer games is the second most popular pastime after watching the television, Channel Four shows obscure *Dance on Four* programmes (usually four twerps from the Lambeth Inner City Dance School doing Swan Lake in Dr Martens accompanied by tone deaf musicians on dustbins) - how many people watch that, compared with the potential audience of a decent computer programme? Write in and let your feelings known...

OU EST LA MACHINE? Dear YOR

I am writing to you to see if you can help me. It is about two of my all-time favourite arcade games: Dragon's Lair which I have not played in 4 vears, and Super Don Quixote, 2 years. Please could you tell me where in England



thing.)

I could find these amazing games. I've tried Scarborough, Whitby, Redcar, Blackpool and Alton Towers, with no luck. Also could you tell me how much they both cost as complete machines and where I can get them from. Michael Pearson, Saltburn, Cleveland

YOB: Jazza, arcade guru of the western world reliably informs me that there's a Dragon's Lair machine in one of the arcades in his home town of Southend. As for Super Don Quixote it's very, very unlikely you'll find one anywhere. And don't even think about buying a laser disk arcade machine - they're very unreliable and are incredible difficult to maintain

I SAW... Dear YOR

I have developed an incredible technique to create two computers from one!! Simply take a good, sharp chainsaw and slice all the bits in your computer in two Then reassemble and voila -

two computers for the price of onell B Firth, Stevenage Herts. YOB: What a great trick! Try it out on your head and see if you get similar results - but make sure you

have adult supervision. **DUTCH CHEESE**

Dear YOB. The first part of my letter is about the Dutch jerk who calls himself Marco Van Basten from somewhere called DPSF. He reckons we're stupid having Big Screen and AGM (which have now been got rid of). However, he is the stupid one because he is a software pirate. And he also claims he's putting them on British shelves. It's completely pointless because all he can do is get caught eventually. So next time he writes send him a few hand grenades and get a mechanism so when he opens the parcel, the pins are pulled out, KABOOM! No. more Dutch pirate.

John Gibson, Newcastle. YOB: How apt. As I've always said, computer pirates are the rancid skid marks in the Y-Fronts of the computer industry.



The drawing of the man writcrap. His body is all out of ten Mail Bag then why is his pen still on the letter B? think I could do a lot better. so I've drawn a man for you to use

Joss Maines, Marlbrough, Wilte YOB: What an artistic genius. Straight from the famous East Cheam County Primary School of painting

if I'm not mistaken. WHAT'S BEST? Dear YOB.

I am hoping to purchase a console in the very near future and would like some advice about the Sega Megadrive and the PC Engine. Which one is technically superior, and which has better long-term prospects? I am extremely grateful for your help.

Tsang, Slough, Berks. YOB: For the answers to all your questions and more, just read the C+VG Complete Guide to Consoles Book, out in the newsagents now priced only 2.95.

CHEAT OR NOT?

Dear YOB I am a loyal ST owner and C+VG reader. Recently I was reading the high score page in your brilliant mag and came across the high score for Robocop, Thinking I could beat this I began to play my copy of the blockbuster game. But to my anger I could not beat the high score. not to my own lack of skill but to the conclusion that the per-

the use of some sort of cheat. Trying every possible means of beating this score I still came 40,000 points short of Robocop's score on completing the game.

Please deal with this person in the appropriate manner. Sam Relfast

YOB: The way to get a score that high on Robocop is to blast as many baddies as possible within the time limit. You can get scores that high - you'll just have to practice, matey.

LET'S MAKE LOTS OF MONEY

Dear YOR Please can you tell me what I have to do to make a lot of money like a computer wizz-

No name supplied. YOB: Easy, write a completely brilliant game that sells loads of copies.

NO CHANCE

Dear Yobby-Poos. Please could you have a quiet word with your comrade Julian Rionall and talk him into giving me his PC Engine as I don't feel inclined to fork out the spondoolicks for a brand new one. If you don't I might come round and accidentally snip off his hippystyle hair!!!

Simon Bailey, Barnehurst, Kent

YOB: Go forth and multiply was Julian's succinct answer.

A XENON STAR

Dear YOB. On Wednesday 11th, at pre-

cisely 5:30, my house was finally at rest. I nervously moved towards the computer to insert the fatal disk. This time, there were to be no interruptions, this time the Xenites were going to die. As it turned out, everything went exactly to plan. I even had four lives by the time I came to the last end of level guardian. I was cool, confident and collected. Billy Joel's latest song blared loudly in the background and the final con-

frontation began. It was a piece of cake: he had no defence against three lasers, bullets that were bigger than my ship, two shields and enough power-ups to supply the National Grid. In fact, my armoury was so big I felt sorry for him. Well, the reason I'm writing is because I want to see if I am the first person to finish Xenon II. Or if not, how many came before me. Jonathan Khan, Broxbourne,

Herte YOB: Sorry to disappoint you, but you're the 1,537th person to finish the game. Make sure you're quicker next time.



Dear YOB. I am a cool rock hard high flying guy! And if anybody messes with me I will break their ankles with a pair of Doc Martens, so send me a C+VG T-Shirt or else. Steven Moon, Liverpool. YOB: Cool? Rock hard? I bet you wear pink slippers with fluffy pom-poms and listen to Bros, you big wet

WRESTLIN" SPEC-TRUM

girlie nancy.

Dear YOB. I own a pretty pathetic Speccy. But I love wrestling so could you give me a list of wrestling games available for it and how good or bad they are. Are there any plans to convert the coin-op Main Event, as I think it's dead

Hulk Hogan, Shrewsbury. YOB: As far as I know there's no conversions of Main Event coming on any machines. Tough.

PENNY WISE...

Dear YOR I went out and bought an arcade vesterday, cos it will be a darn sight cheaper than buying all the inferior, crap coin-op licences coming out at Christmas! Mark "The Owner Of A Brand Spanking New Arcade* W. Keston, Kent. YOB: No it won't.

HONORARY TWERPS OF THE MONTH

Dear YOB. Our company has copied many well known games. like: Robocop, Operation because: a) a lack in the Dutch law, b) our Research and Copy team has done a great job!

By the way, why did you call our Chairman of the Board. Marco Van Basten MBA, a twerp (C+VG, July 1989)? He isn't pathetic at all!!! Prof Dr Ruud Gullit MBA Dutch Piracy Software Feder-

YOB: Well, what a right festering little pustule we have here. What annoys me about this sort of person is their immense self-importance. They think they're so ruddy clever, when in fact their mindless antics require the brains of a retarded slug. And I'm afraid that like you, your "chairman" IS a pathetic little twerp - why don't you just go back to tulip picking and do us all a favour?

IT'S EASY

Dear YOB I have one mega-complaint to put to Julian Rignall. How in Yob's name can he clock up a score of 12,670,000 on Nintendo's Gradius when it only ones up to 9.999.990? Was it just a mistake and you meant 1.267.000? If so I am bloody annoyed as I spent 8 hours clocking up the highest possible score. I had over 90 lives left, only to find that the score returned to zero. If JR arrived at the score by

clocking the top score and then getting another 2.670,000 then this can't really be called 12.670,000 because this cannot be dis-

played. If you did make a mistake with the score then

please make me the no.1 slot in the legendary high score table

Asla Walker, Chesterfield, Derby YOB: What a flippin' div. It's called going round the clock - just because a machine can't register scores of over ten million doesn't mean it's impossible to score over that, does it? It's just a simple case of addition you dummy...

MORE SILLINESS Dear YOB I'd just like to give a subtle telling off to all those "My Amiga is better than your ZX81 any day" people who insist on slagging off their nearest rival (ie ST and Amigas. C64s and Spectrums, ZX81's and Acorn Atoms, etc), Don't bother lads! There's one computer that really finishes you lot off (and it's not the Ukshi 4.000,000 bit 75.000,000 megabytes computer either) It's the DRAGON 32! I bought it way back in 1984 and it's had to be repaired once in five years. Not bad for a John Menzies display model! And don't laugh at me either. Within two years I'd bought a

Spectrum and frankly, I don't

know why I bothered. Most

games (I only had about ten)

on the Dragon were played

for hours on end, yet on the damn Speccy (and more recently my uncle's ST) I spend more time loading in the game (from over a hundred) than playing it. Come on you lot! Graphics and sound don't count for everything you know Besides, the trouble that

Spectrum caused me is NOT worth talking about. The Draoon has used two tape recorders in five years (my Grandad uses it now), the damn Spectrum at least four. Within two months of having it I had to send it back (twice) and after a paltry year it had to be repaired. To say the Dragon's a tough customer is an understatement. The poor thing's been on for at least ninety weeks out of the last hundred (my Grandad rarely turns it off) and nothing has happened to it yet (the repair was done beforehand). When I look at that poor, labouring beast it drives me so mad to think of all these wonderful 16 bit computers receiving so much unworthy praise. Performance beats looks any day! Nicholas Peers, Powys. YOB: I can't really think of anything to say, as it would be like kicking a poor de-

fenceless blind cripple while he's down. PLACCY PAGES

Dear YOB. The other day I was reading your section and I was so busy reading it I accidentally knocked my tea all over my mag. So please please make your section waterproof. Also I think C+VG is cool. Kieran Ginty, BFPO 140 YOB: My section is bogey proof, shock proof, smudge proof, and your finger doesn't go through when you wipe your bot on it. What more do you want?

INTERESTING

Dear YOB The other day I found a sweaty sock behind the fridge. I discovered it was snaking wet and, after some clever thinking, remembered that's where I'd been keeping my ice block collection. I then deduced, it wasn't a brilliant idea to leave a stick of lighted dynamite in my brother's school bag. Even

Cardot samuelle Siegnoman







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though he'd deliberately killed used to copy Aquarius softmy pet woodlouse. I poisoned his tortoise instead By the way, I got 1,345,000 on Out Run while blindfolded and hopping on one leg. Is this a record? Also I have a tip for your tips section. If you get totally p****d off with your computer games just pour petrol on them and set them alight! Plus an added bonus. It works with any game! Now after that mega tip I have got some questions for you. I have recently bought a PC Engine CD Rom. If I put two slices of white bread in it with a tasty filling would it toast them? Please answer this question because our toasted sandwich maker is broken and we can't afford another one after shelling out nearly 200 for a PC Engine (excluding the price of the CD Rom). Also, if I spread strawberry am on all my Sega games (preferably Robinsons) can I play them on my PC Engine? The Boaev, Herts

YOB: What a crazy loony a couple of luncheon youchers short of a good time and no mistake.

YODA AND DARTH STRIKE BACK

Dear Uncle Travelling Mat, Yo-Ho-Ho! Merry Christmas to one and all! May your stockings be happy and full (like Yoda's). Mind you, it does seem rather odd writing this letter in the middle of a heat wave - just to get it printed for your December issue. We would like to add our support to your strong views on piracy. Pirates cause nothing but trouble (Blackbeard was always a nasty piece of work). We

ware for seven people around the world until my friend's dog was captured by the police and subjected to hours of vicious torture. We believe that there would be no piracy if they could see what the police could do to a dog with a pair of oven gloves and a fishfinger. We think you will be excited to learn that our Space Invaders game has been signed over to Code Masters under the title of Space Invaders Simulator (original eh?) and its sales should chard Darling may look like a total donkey, but after he had seen our game he was quoted as saying "WOW! AMAZING! What a brilliant game! The programmers

must have been working on this one for decades! Wonderful! Wonderful! This game features more levels than I have pairs of Y-Fronts (three) !" We think he liked it...

Perhaps we could take this opportunity to thank you for the splendid hologram you eaw fit to attach to the front of October's issue. However. Yoda and I think we will need 193 more to cover our Christmas turkey this year (either that or an extremely small turkey). Perhaps you could attach a packet of Paxo to next month's issue ...? So, once again we'll sign off

with a stinking stonking spanking bonking 'Goodbye Darth Vader & Yoda of TAC (The Aquarius Club)

YOB: What cer-azee loons, and we're not talking giant bottom-flapping purple trousers that our mums and dads used to go to

make us into millionaires (according to David Darling). Ri-

Woodstock in, Write again soon and make me giggle. Have a special YOB prize of one hundred pounds worth of software for being very entertaining. NINJA SPOTTING

Dear Yoh Come, come Grasshopper is what you said in the October issue answering a letter from Paul Halifax. When you say Grasshopper, associating it with martial arts would make you think of China, but Ninjutsu comes from Japan and when you say kung-fu as in unarmed combat that is wrong. Unarmed combat in Ninjutsu is called Yaiiutsu and sword fighting is Kenjutsu. Ninjutsu splits up into many different skills such as Shinobi which means stealth walking, Bojutsu in which a ninia trains with a stick about 4 feet long. There are many more skills of Ninjutsu and when, in the arcade game

Shinobi, when you do ninia magic you are supposed to be doing kugi kiri which is not a spectacular feat but a form of meditation in which the ninja makes signs with his hand. Doing this he centres his strength on the meaning of the sign. There are five signs: earth, wind, fire, water

and void. With combinations of these signs the ninja puts himself in different mental

I thought I would also mention that female ninias are called Kanoichi and use their charm and small frames to their full capabilities Alex Walker the Koia Ninia Oh dear, We've now sunk to the martial arts equivalent of train spotting. Does anyone really give a flying fig whether the sprite onscreen is doing ninjutsu, karate or chop suev? It's just a game, after all. The subject of kung-fu ninja karate matevs is now well and truly closed.

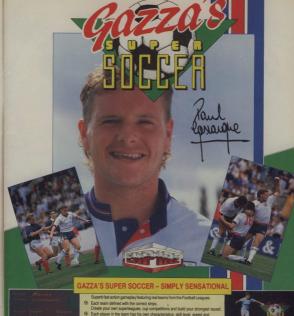
I'VE GOT A GAME Dear YOR

I've just finished writing a computer game on the C64, and I wonder if there's a company who wants to distribute it. It's got a one or two-player mode, the player and enemy sprites are in 16 colour hi-res mode and it has many levels of superb action and strategy. I hope you can find a good company who are willing to pay a fair price for it. By the way, we're also working on two other games at the moment. Can you help us

nlesse Marco Van Steen, Prinsen-

beek, Holland, YOB: If your game is as good as you say, the best thing to do is make some protected demo disks and send them off to top companies around Europe and see whether they are interested in publishing it. If it really is good, I don't think you'll have any problems getting it snapped up.

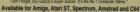






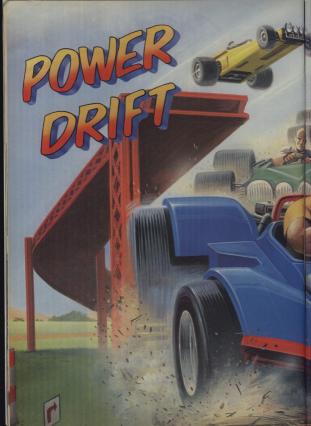
- style of play. The skill level of your team can be improved through playing well. 3 Realistic ball control allowing you to chip over, curl round or dribble through
 - the opposition. The unique "Boot-O-Meter" enables you to vary the strength, height and spin of any kick.
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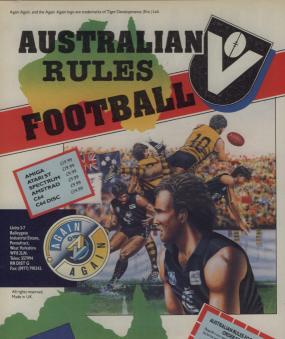
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will be despatched on day of release.

It's tips time again, with a load of stuff to help you out on all sorts of games. If you're a decent games player, send your tips to: C+VG TIPS, C+VG, PRIORY COURT, 30-32 FARRING DON LANE, LONDON EC1R larly good, you could well win the monthly megaprize of £100 worth of software for your machine! This Bucks is the lucky winner. Next month it could be your turn...



SPEC-TRUM

ALTERED NEW BEAST To load any level, plus the STORY

end of game screen, simply press down on the whole of the keyboard while the game is in play. That tip from Steve Haw of Warley in the West Midlands

FORGOTTEN WORLDS

Also from Steve Haw is this Multiface poke for US Gold's fab arcade conversion. To get rid of the enemies enter 30271.0. This poke also causes an interesting effect in two-player mode when the 2nd player is carrying a weapon but doesn't wish to come onto the screen.

NAVY MOVES If, like us, you find that level one is way too hard and want to play the infinitely superior

arcade adventure on load two, use the code 63723

ZEAL AND

Typing FLUFFY on the title screen gives you infinite lives and, if you press ENTER while playing, you jump to the next level. Also, type PHIL-LIP on the title screen for mega-firepower

NINJA MAS-SACRE

Steve Haw has come up trumps again with three level codes for Zeppelin's budget beat 'em up-cum-platform

Level 05: SNOW Level 10: EASY Level 15: RACK Level 20: BLUE Level 25: STAG Level 30: HULL Level 35: BEER Level 40: BARD

C64 BLOODWYCH Once you find a flight of Chris Tweddle has com-

piled a useful guide to this pretender to Dungeon Mas ter's throne, which should work on the 16 bit versions as well as the 64.

- Talk to a monster; ask it if it buy whatever it offers. Do
- Sell surplus armour, weapons, etc. so that you have enough cash with which to
- Buy VITALIZE spells for each person, as they dimin Buy a COMPASS spell as
- you need to know where Note down the prices shown on the two tapes offer for anything which you purchasing food. Offering
- You will find a door with a tapestry opposite which reads "THE KEY OF HYE IS WHAT I'M DYE". This door leads to the towers.
- The key to said door is the CHROMATIC KEY, which The Maze
- Once you find The Maze, use the compass spell, as you are spun around, so remember before each step to check your bearing. Also plan your route as it is easy to get trapped by the occu-

- stairs leading down with a tapestry which reads "WEL-COME BACK*, use your compass spell at the bot-
- through 180 degrees In the Crypt, find the Chroguard. Dragons or spiders you have an escape route
- Check all shelves! They may hold important keys also, look for armour left
- whilst carrying a weapon they aren't a weapon in

SEGA ALTERED BEAST

When the title screen appears, push up and right on the joypad and hold down button two. When you start the game you will find that, instead of having only three energy blocks, you are graced

RAMBO III

If you have one, plug your rapid fire unit into the system and, when your machine oun ing will remain the same!

OUT RUN 3D

Pressing the pause button twice sends you into the MY HERO

extra life

Jump over the Knife and Bomb Throwers and punch them in the back to gain an



TENNIS ACE £24.95























DO ME A FAVOUR ... PLUG ME INTO A SEGA

GAME TIPS

HOUSE

Keep jumping onto the arrows fired at you and, after a while, you will turn golden and receive invincibility for a short while.

SHINOBI

Push down on the D-button and, when the eyes begin to move on the title screen, press button two. It is now possible to choose missions or rounds.

VIGILANTE

on the title screen, push up and left and hold down either of the fire buttons and SE-LECT STAGE will appear. Pick your starting level by moving up or down.

AMIGA ZEAI

KING OF CHI-

C+VG caters for gamers of all ages! And just to prove it, here's a potted solution to Cinemaware's third graphic spectacular, submitted by 41 year old Ricardo Alvarez Lopez from Madrid in sunny Spain.

- Kill the Old Man to become boss of the North Side. Explain that the murder was carried out for the people of the South Side.
- carried out for the people of the South Side.

 Recruit five more men to your gang. If money is tight, decrease either your own
- or Lola's wages.

 Go for the West Side, heeding Ben's advice and supporting politician Burke.

 Recruit another five men to
- of the gang.

 Go for the East Side, heeding Ben's advice and supporting Burke for City Hall.

 You now how the North
- East and West Sides and a friend in City Hall.

 If you hear rumours of white slavers in your territory, let Ben solve the problem with a single telephone call.
- •Attack the South Side with

a bomb. Be accurate, as you have only one opportunity. Enter the house and kill Gino.

 Kill the boss of the South Side - you are now the King Of Chicago!

SHADOW OF THE BEAST

Finding Psygnosis latest masterpiece a tail ob tricky? Ronnie Farrington who hails from the Wirral has the perlect answer to your problems. Insert disk one and when Beast title appears, press the left mouse button and joystick button together and keep them depressed until asked to insert disk two. You are now the proud recipient of unlimited lives.

NEW ZEALAND STORY

To follow on from our guide to warp zones throughout Taki's search for his chirply chums, here's another, this time from G Ingham of Warks. On level 2.4, stand at the entrance to the room in which the giant octopus is located and fire to the right a few times. A warp will appear which, when entered, takes you to the beginning of feed.

SIM CITY Citizens less than willing to

agree to higher taxes? Follow these simple guidelines from Massimo Bartalena of Italy and watch that dosh roll into the Treasury. If only Nigel Lawson had taken this advice!

At the beginning of each year, set the tax rate from the budget level to zero %. Play in the usual way until December (or November if the speed is set at High). Go to the Budget window and set the tax rate to maximum

(20%). Return to the Editor. When the Budget window pops up in January, reset the tax rate to 0%. This way, the income will always be maximum and the citizens will live happily, believing that they live without taxes!

ST

STARQUAKE This one's getting on a bit,

This one's getting on a bit, but it's still one of the most playable flip-screen arcade collect 'em ups on the ST. If, however, you're finding your self stuck as far as finding passwords are concerned, here's some from Iain Au-

ong of Leice HINDI LUANG SOLUN FLIED BORNO ROKEA SOCHI TABET TSOIN CHING CWORE KWANG DAVRO

OUT RUN

While driving along the freeway, type in RED BARCHET a time while S sends you he next stage. Thanks for advice, Sermad Buni of hton.

QUADRALIEN

came out, some people obviously thought it good enough to purchase. One of those bods is lain Au-Yong who has sent in these codewords for the levels. Level Two: 170961 Level Three: 010655 Level Type: 51090

PACMANIA

been used, wait. When the level selection appears, dor press anything. If you hang on for a while a Continue countdown appears. Press fire to continue from where you left off with another two





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GAME TIPS

BATMAN -THE MOVIE

To complement this month's amazing Batmaps of Levels 1 and 5, here is a lowdown on how to get the best from the Batman, kindly donated by Viki Vale lookalike Chi Fai Wai of Du-

SECTIONS 1 AND 5

- Shoot the baddies as soon as they appear on either side of the screen.
- To pass huge gaps and spikes, stand in a position where you can shoot and hook your rope diagonally. Swing past gap/spikes and press fire when you reach the other side to release rope. Make sure you don't hit the wall or a baddie
- To ensure that you don't fall too far when swinging, shoot the rope up and climb down to check that there is a level beneath you. If there is the standard to write and to wri
- Killing Jack Napier is a cinch. Just throw a batarang at him while avoiding the bombs he throws at your Killing the Joker is slightly.
- •Killing the Joker is slightly more difficult and needs fast reflexes. When you reach the top of the Cathedral, walk on until you see the Joker. Attempt to shoot

him - you will miss. Fire the rope diagonally at him. He slips and falls from the ladder which is suspended from his escape helicopter. Shoot at him while he is falling for a least.

SECTION 2

- Off there is a chance, stay at
- the side of the road.

 Clook at the arrow indicator and, at the same time, keep
- an eye on the Batmobile, dodging any oncoming cars. As soon as the indicator points up, press fire to hook batrope to lamp post.

SECTION 3

●Try as fast as you can to sort out the elements. If, after a while, you have only identified a couple, pause the game by pressing F5. The music will continue but the countdown will stop. You now have time to sort out the puzzle at your leisure. When you have got

SECTION 4

- Stay a third of the screet from the right.
- Cut ropes as soon as you see them.
- Don't try to cut ropes when the balloons are being lowered. Wait until they to rise again.



LAST LEVEL

THEM THEM THEM

ATTHIS POINT YOU WED TO KILL JOKER SY HITTING HIM WITH YOUR ROPE OR ELSE HE'LL BOCAPE



S-START #-LADDER 6-JACK WAPERS HENCHMENTHROWING BOHBS #-JACK WAPER (SHOOTHIM)
HB. Rope cannot be extended more than 2 levels



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WARE

Destroy the energy stations in this action filled shoot-em-up. At the end of each completed level you must guide your craft through the warp tunnel, a 3D flight sequence, to reach the next, higher level. You will need strength, planning and strategy in order to find the maps, energy dumps as well as a host of other reatures.

Fantastic sound and origin animation sequences.

AVAILABLE ON: AMIGA £24.99 ATARI ST £19.99



ATARI ST











ME TIPS

STI

YENON II

A lot of peeps out there have been toiling night and day to complete this mega blaster (sorry, bad pun I know). Players guides have been storming the office, which were sent in by Dan Wilson of Bucks and Danish dude Tommy Therkildsen. Take it away, lads!

WHAT AND WHEN TO BUY

LEVEL ONE: 1st shop buy Health, Super Nashwan, 2nd Double Shot, Side Shot, LEVEL TWO: 1st shop buy

LEVEL THREE: 1st shop buy LEVEL FOUR: 1st shop sell Rear Shot, sell Side Shot. N.B. Try to stick with your best weapon, and end up and either Side Shot or Rear

REMEMBER! ALWAYS SPEND YOUR MONEY IN THE SHOPS AS YOU CAN'T TAKE LEFTOVER

WHAT YOU'RE UP AGAINST

SEAWORMS: Annoying die easily. Drain Energy when touched. Very fast - collision is almost

0000930

FIRE: Found on Level Fou

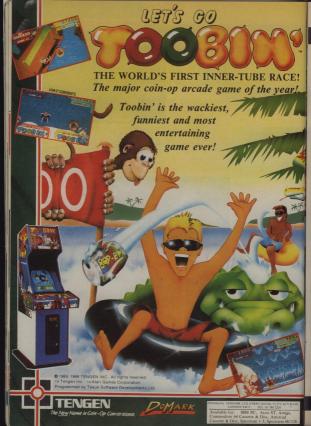
HALFWAY AND **END MONSTERS**

ure of eight. Stay below and main head.

HEAD: Shoot both eyes.

all cannons until totally destroved.





IGH SCORES

Here's the place to be if you're a highscoring hero - the Official UK Highscore Tables. If you're a record breaker, send in your scores to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU, If your scores are record breakers, and are verified by our panel of highscore experts (who know exactly which scores are true and false), you could well see your name up in lights.

SEGA



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can finally prevail...
While Double Dragon II is ba-sically very similar to Double Dragon, the ST conversion is far better than last year's effort.

JULIAN RIGNALL

UPDATE

buying.

Amiga-owning Double Dra-gon II fans will be pleased to hear that the version for their machine will feature even better graphics and sound than the ST version. We've seen absolutely nothing on the 8 bit versions, so check 'em out before

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Go for it! Score the goals, make the right decisions and the glory of Footballer Of The Year can be yours.

Being a Footballer Of The Year is not just ball-skills and the glory of goals. you have to be part of a team and have an in-depth knowledge of the

SPECTRUM 48/128K Cassette £9.99 Disk £14.99 CBM 64/128 Cassette £9.99 Disk £14.99 AMSTRAD CPC Cassette £9.99 Disk £14.99 ATARI ST & AMIGA

THIS IS RE

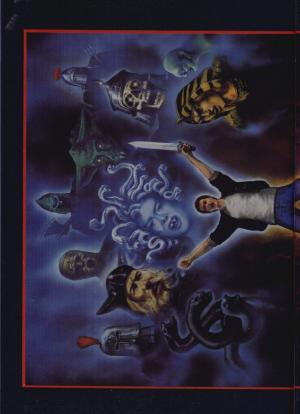














ual C.64 Screenshots

REVIEW

C64

S Gold released their conversion of Sega's hydraulic arcade driving machine. Outrun, this time two years ago, and although it sold incredibly well, it was generally considered to be a

Two years on and history seems to be repeating itself - for what we have here is a conversion of the sequel to Outrun. Turbo Outrun. Is it better than the original? Well, read on and find our.

now may as or Curran, is straightforward enough in that you've got to race a cross America to an your gleaning of Ferrar, your shades and your blonde gir your shades and your blonde gir less at by your side. This time round, through, you blond as you have been as you will be Angeles shade of you instead of a nameless batch of freeway, are the been seeped for a considerably more powerful grame has been seeped for a considerably more powerful completely and you will be drive on the road you with to drive on to compensate, the number of stages has rusen from five to use the road you will be drive on stages has rusen from five to such your properties.

At the end of each state the oppoint sight on Customiae the F40, making available such extra as a bigger engine, wider tyres and a more powerful unto boost that he one already fitted. Proviess at the steering wheel is esterned to competend of the course, as all doing their damnedest to prevent you from finishing. Don't be templet of other exclusingly, however, poor handling could many your facility and handling bend among the change of the residestly, however, poor handling could many your facility and handling could your act hard a handly gory over arch river a handly gory.

Just about everything from the coin-op has been included in this staggering C64 convention—manufactoristic gear shift, variable weather conditions, the car bouncing when you hit a log, all the roadside objects, the only thing missing are juggernauts on the road and the massive filipover when you crash the car. But you don't really miss them when the gameplay's this fast and exciting.

The graphics are truly excellent, with fast and very convinc-



PAUL RAND

HHUHH



▲ Arcade faithful, right down to the gearbox select.

the



UPDATE

The finishing touches are currently being put to the Spectrum, Amstrad, ST and Amiga versions of Turbo, and all should be available by the end of the

VALUE PLAYABILITY 909



ST

Shao Lin, so they say, is a tremple of peace somewhere in the wilds of Manchuria where the monks are taught meditation, the spiritual secrets of universal energy fields, and also how to beat the doo-doo out of instables.

Now you're sure to be thin my yeah, yeah, another beat em up, but where Chambers of the graph of the sure to be thin my yeah, yeah, another beat em up, but where Chambers of Shao Lin differs from every other game of this type is in its six training sections which let you create your own fighter an build up strengths in particular disciplines. Then you can move on to a five-part quest to do on to a five-part quest to do

While some of the tests are used a matter of represently doing implements or an opponent with a large stack, there are a few the large stack, there are a few the large stack, there are a few that of the large stack that of the large stack that the or head is a large stack with two holes in the walls. It was a stack that the large with two holes in the walls. It was a stack that the large that the large covers suspended over the holes, but to cut their ropes you covers suspended over the holes. But the cut for you go two was the cattles hole with a steel hall suspended at you go two was the celling. High kicks get the ball swapping the proposed of the celling. High kicks get the ball swapping that me there is and you could the restrict that the celling.

CHAMBERS, OF Shao Lin

▼ Lay that sucker ou



REVIEW
end up with it between your

no up with it between your yes. Do well in certain discilines and you'll be rewarded with mighty strength in the draon mission. If you do particularbadly, you won't be able to erform some of the more

exotic moves.

The first part of the mission is made up of four; single screen beat emerge, which, as single screen beat emerge, which, as single screen beat emerges on are pretry good. The graphics are smart and the computer combo trants are challenging opponents. As I we already mentioned, the moves available are dependent on your success in the discipline rounds, but with a well-trained fighter there's a decent selection.

The final section is fraught with dangers, in the form of swooping dragonlets and rolling rocks, which your chap has to duck and impo ower.

All the sections are beautifully depicted on-screen, and if you watch the backgrounds carefully there's always someone flying a kite or a Ninia falling off a verandah or something. The sound effects are sampled, and if you have a 1040ST you get some very nice sampled music as well (520 owners get standas well (520 owners get stand-

PAUL GLANCEY

UPDATE

Plans are afoot for Amiga and C64 versions. A PC version of Chambers is being released by Cinemaware over in the States, so PC owners will either have to import it, or wait for someone else to distribute it

111111111111111111111111111111111111111		
ST i	24.99	
GRAPHICS	80%	
SOUND	82%	
VALUE	82%	

Doesn't have the instant playability of IK+, but the quest and character crertion elements give Champers of Shao Lin plenty of asting appeal

OVERALL 82%





You've played the game

NOW GET THE VIDEO FREE









= 212

8151

zerfand, Europe's sop scientists are putting the finishing touches to the world's first moon rocket. On board, the intregiol crew of Tin Tin, his fashful board Sundard, the interest of the condition of the first own of the condition of the cond

deep in the heart of Swit-

Colonel Boris and his gang have set about lighting fires and planting bombs in each of the rooms of the rocket. Sensing that something a miss. In Tim and Snowy go to investigate. In a mad dash through the different stages, each with a rapidy decreasing time limit, Tim Tim must ensure that all the bombs are defuged, all the first are extinguished and Colonel Boris is disamed and Colonel Boris is disamed and no longer poses any

threat to the mission.

Once a level is cleared of danger, the scene changes to a third-person perspective 3D view of the rocket, hurtling through space. The aim of the game is to collect eight red en-

ergy orbs, needed to give the ship the necessary boost required to move that bit closer to the moon.

Tin Tin On The Moon opens with a superb animated sequence of the rocket's launch from Earth, and this high quality presentation is echoed throughout. Each of the main

characters is instantly recognisable from the cartoon series, both in how they look and the way they charge about the place with reckless abandon. The sound effects are great, too. However, although everything looks and sounds first class, the game itself for first class, the game itself for first on any account of the last level on my second go, and would probably have completed the game had persevered for another hour or so. As the majority of the game is split between only two different game styles, the lasting appeal is questionable. Saying that, the lack of difficulty and, indeed, the lecence itself, make this an ideal Christmas pressile for younger gamers, or those of you out there who haven't the time, patience or

UPDATE

PAUL RAND

Amiga and PC versions are available soon, and will

complex game

look and play very similarly to this version.

ST £19.99
GRAPHICS 90%
SOUND 88%
VALUE 74%
PLAYABILITY 77%

An admirable computer rendition of the ageless car toon character's exploits, but the lack of difficulty makes this more suited to younger players or computer game novices.

OVERALL 79%



Showy shows off a rude party tric

BY INFOGRAMES

The Duel





The state of particular states of the state of the state

C:VG

REVIEW

ST C64 SPECTRUM

Serving Property of the Proper

In the year 2029, things aren't as hunky-dory as people might have hoped. Far from the annihilation of the terrorist threat so apparent in the late 20th century, each of the world's fanatical groups have joined together in a bid to wipe out Western democracy and free trading. Oh dear. Sounds like it's time to call

Five missions awart completion in Firebird's conversion of Sega's rather obscure arcade game. The player begins by ripping up the road on a sleek, highpowered but vulnerable motorcycle. Every so often a letter of the alphabet wends its way

down the screen, beginning wit A and ending with F. Once all leters up to D have been collected, the motorbiected trans-

During this little groundbased excursion you'r ei given the chance to drive into the trailers of passing Sega trucks, gaining extra weapons, rockets (to shoot down any passing enemy helicopters) and limited invincibility in the process. Once the letter F is picked up it's time to transform once more as you shoot off the end of a pier and

bility in the process. Once the letter F is picked up it's time to transform once more as you shoot off the end of a pier and become a jet fighter, aiming to destroy airborne attackers in a vertically scrolling shoot 'en up. At the end of this stage awaits



▲ Watch out for the chopper your target, which you must eradicate before the President is sues new orders.

The con-op never real/ took successers by storm, so why Freibert cook of this licence beats may age it it's, quite impressive in its own way, relying on playability safer than pretty pictures. The 5by Huntersylk gameplay is certainly addeture for a while and the transforter for a while and the transforter for a while and the transforter of the control of game styles adds variety. Unfortunately the whole concept is too simple and, even though play is cough, it doesn't

PAUL RAND

UPDATE

Amiga, PC and CPC versions are on the way. While the Amiga version should resemble the ST game, Amstrad Action Fighter will be a colourful, slightly jerkier copy of the Spectrum version

ST £19.99
GRAPHICS 71%
SOUND 66%
VALUE 69%

PLAYABILITY 78%

A faithful conversion of an obscure, yet enjoyable coinop. It's fun for a while, but is by no means an essential purchase. Buy it if you're

OVERALL 719

Very disappointing when compared to the other attempts. Garish graphics, horrendous sound and

OVERALL 46%

SPEC £9.99

Monochrome graphics are easy on the eye and sound is as much as can be expected. An admirable conversion which is well suited to the Spectrum.

OVERALL 75%





AMIGA

guess what? Yeah, that's right,

Although it's a generally across a highly unstable section danger zones, but these impleyou begin without a single penny tered around by previous, less with your dough, only spending it on items which you need, as

stop you falling through holes in

stages is a real challenge, as the

PAUL RAND













Loads of extras on level 20, but how to get there is a secret.

EVIEW





GRAPHICS

SOUND 88% VALUE 87% PLAYABILITY 90%

ssive release for a long

UPDATE

All other versions of Rock 'n' Roll (namely ST, C64, Spectrum and Amstrad) are out soon, at a price of 19.99 for ST and 9.99 for all 8 bits except the Spectrum, which will be 8.99.

Those keys could come in h























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C+VG HIT!

ing enjoyment.
The amount and variety of characters throughout the game is huge, ranging from supply droids and mad scientists to alien octopi flogging life insurance! Most of the creatures you meet can be interacted with, lots of them having some rather interesting things to tell you.

Omnicron Conspiracy is a very large game which manages to cross the bridge between arcade and adventure brilliantly, ending up with a totally original game which is both highly addictive and very entertaining.

PAUL RAND

CONSPIRACY BY IMAGE WORKS/FIRSTSTAR * Mas Seem Official 2355.

A ce Powers was just another Star Police captain. At least, he was until a particularly pleasant dream was cut short by the buzzing of his VidiFone, ordering him to report immediately to the Chief's office on Cron. Ace knew that big things were in store for him, after all, no-one below Colonel gets to see the chief unless something's up.

Something is up - and it IS big. A drugs racket of intergalactic proportions has erupted and the blame rests heavily on the shoulders of the universe's worst scun. the Sarbai. It turns out that one of the Star Police's crack agents had infiltrated as rack agents had infiltrated as mission revealing that they exeabout to board one of Cron's cargo ships for reasons un-

known. Since then the agent has failed to contact headquarters, so Ace has been put on the case, his duties being to discover what has happened on the vessel, the fate of the agent and, should any-



thing have happened to him, to continue the investigation...
The game has been designed

so that although it's possible to the 250-odd different locations in no particular order, play runs along a fairly straight line without the player actually realising, giving scope for stumbling across the odd clue by 'chance', greatly enhanc-

UPDATE

Amiga and ST versions of Omnicron Conspiracy are on their way and will at the very least match the PC version in terms of graphics, sound and gameplay. They should both be considerably cheaper, too.

	Inferior Labor Laborator	GREEN STREET
1	1///////	111111
1	PC	£34.99
1	GRAPHICS	77%
1	SOUND	63%
1	VALUE	88%
ı	PLAYABILI	TY 90%

a conspiracy on a universal cale means a lot of hard detective work for a Star cop (as well as a few lucky oreaks) but the feeling of secomplishment with each sew lead is immense. Rake but the dosh if you fancy your chances at cracking his suberh adventure.

OVERALL 90%



of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!" Now, with Sim City, take the destiny of the world's greatest cities in hand.

Or take charge of a new evolving and growing city. Become both mayor



Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, buildaze entire neighbourhoods

Rose and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appears. Lay tracks, trains go, Build an airport, planes fly Neighbourhoods on upper-class. Areas deteriorate into slums. Small inclus-





What you should know about the game of the year.







time. Every decision instantly influences the life of your town. In a special mode, you can even cause tornadoes, floods, fires and other 1906. Or save Takyo of pollution and from his famous B-movie monster.





INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."
NEW YORK TIMES: "The model is very sophisticated, yet understandable. And just



NFOGRAMES



REVIEW

- AMIGA

ON STORY OF THE STORY OF T

▲ ... locate the circuit.



ноопова



...and the way is clea

C+VG

Interphase is set in a future where nobody watches the telly! Anyone with a spare moment goes for more direct sen-

ment goes for more direct sensory stimulation by plugging their head into a DreamTrackan electronic recording of all the physical and emotional sensations which accompany various "exciting" experiences. Chadd is one of the drea-

Chadd is one of the drammers who actually master these mers who actually master than but that his latest track could well destabilise the mind of synone who plays it. There's upone who plays it. There's conjunction of the conjunction of the destability of the conjunction of the destability of the conjunction of the stability while his giffered nips up to the top floor of the 25 sto orey DreamTrack Corporation. building, pinches the dead track and gets out.

track an gets out.

A Chadd's brain infiltrates
the computer it interprets the
electronic surroundings as solid
shapes on the surfaces of a multilevel structure of ceilings and
floors. Each shape represents a
different type of security crucit
which Chadd can deactive,
which Chadd can deactive,
which Chadd can deactive,
and the security crucit
which Chadd can deactive
and a blast of every or a homing missile. These weapons a
controlling delay gets whop
para as beligerent spaces after
from sourcepress its security for

be a dream, remember).
You can play the game just as a 3D shoot 'em up, but getting to the top of the tower and out again requires brains rather than

Chadd is in constant contact with his girlifend and he can theek where she is at any time no a floor blueprint. As she control with a she control of the con

It isn't just a question of switching off everything in her path though. For instance, on



the first floor, you have to leav a particular security camera switched on so that when the girl passes, it activates a robot which moves out of its room to wards the camera. The way the system is timed means that sine can just dodge past the robot, and then get safely through the room it's just lef.

Unless you're a right old Mr Logic, finding each fillion's solidtion is a matter of trial and error, especially the earlier onewhich present you with more and more new components to figure out. Luckly, there's a game save option, so you don't have to start from scratch every time you get zonked.

response to the state of the st

PAUL GLANCEY

ST £24,99

GRAPHICS 849 SOUND 759 VALUE 899

A wonderfully-executed blend of strategy and ar-

ade action. Superb 3D rophics, hours of intriuing gameplay and a cheey sample from Pink Floyd's Wish You Were Here" as-

OVERALL 89%

AMIGA £24.99

Completely indistinguishable from the ST version.

Brilliant.

UPDATE
Expect a very similar PC
version at the same price
early next year.

ST



▲ Ground floor. Get from reception to the lift.

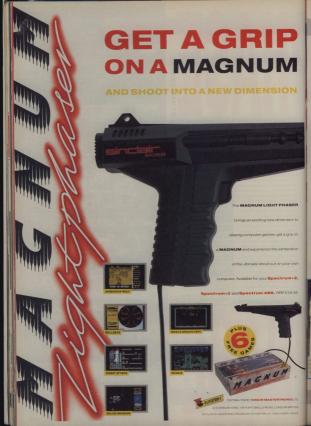


g sectroes most means a trip through the Tunner.



A missile streaks towards an attacking shi







DAY OF THE

BY RAINBOW ARTS

ver 4000 years ago Egypt was a thriving area, until so. All would have been lost for



Now and again a tribe of

Riding the waves, dodging the rocks

make it a very average game

PAUL RAND

GRAPHICS SOUND VALUE PLAYABILITY 51%

mostly relying on a rather poor buy/sell strategy. The

OVERALL





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AIR-TO-GROUND MISSILES

Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.









SPECTRUM AMSTRAD SPECTRUM

ATARIST

СВМ

19.9

U diliu

£19.99 !





REVIEW

▼ Running through the rain in your kex: not recommended



Kidnappings aren't a modern day thing you know - they used to occur in medieval times too. Then, the abductors were the devil and his disciples. The ransom wasn't a few million in used notes either - the king-devil for each in the literature.

dom's for sake in this little caper.
But when the chips are down
and things are looking, to say the
least, bleak, something must be
done. The hostage in question is
none other than the king's volup
tuous daughter - so it's time to
call on Camelot's answer to
Rambo, Sir Arthur T Knight,

tress).

Arthur must battle his way through the many lands which make up the kingdom, which now absolutely infested with Satan's creations. Beginning in the court graveyard and travel ling through forests, castles an similarly dangerous areas, Arthur must complete each sectification.

which to elaborate the interinct, the enormous creature at the end of each level will ransack the place and kill everyone, including old Art. Beginning with a magic lane which returns to his hand every time it is thrown, our hero can plack up other weapons carelessly left behind by the enemy. These include razor sharp frisbees, axes and firebombs, which can be a great help on some levels but a findhelp on some levels but a find-

As well as earth weapport, as well as earth weapport from nowhere, some appear from nowhere, some major armour with varying powers, including the application of create a mirror image of its wearer (doubling free policy tion is recommended though as many of the chests contain fee mons who have the mons who have turning the brave knight into an



GHO



GHO

BY US GOLD

for a cohile

Arthur starts the quest with three lives; if he is hit by a baddie or struck by a weapon he loses his armour and must continue in his natty white bover shorts until he finds another sul However, if he is attacked in the semi-naked state, he loses one of his lives and must go back to the heavening of the heavening of

Ghouls in Ghouss on the ST is an extremely startful conversion of the coin-op. Most of the original is fastures have been recapital is fastures have been recapital is a first frustrating, with death incoking on the door with death incoking on the door almost immediately after play has commenced. Once you start to get further and further into each level though, annoyance



REVIEW

DULS III

DSTS





C+VG HIT!

turns into satisfaction with each inch gained. Sound must also be given a mention, the music being some of the best I've heard on the ST for a long time - it's very atmospheric!

Ghouls 'n' Ghosts is about as good as anyone could hope for. Practically everything which made the coin-op such a delight to play is in there, right down to the pouring rain on the forest level. Getting your armour rusty, has never been so much fun! PAUL RAND

AMSTRAD £9.9
Masses of colour and loads of pleyability make up for the shortfalls apparent in the Amstrad version of Ghouth in Ghouts, most not obly the push-scroll. As with the others though, ris as good a cornersion as could be sensibly expected and you can't ask for more

OVERALL 85

UPDATE

Amiga and C64 Ghouls 'n' Ghosts aren't too far behind the others. The Amiga version should look and play much like its ST cousin, and the C64 version promises to be the best of the 8 bit conversions!

ST £19.99 GRAPHICS 89%

SOUND 87% VALUE 88% PLAYABILITY 89%

PLAYABILITY 89%
An accurate conversion of the hit coin-op that's tough, but very addictive.
Go for it!!

VERALL 88

SPEC £9.99

he graphics are a bit on he titchy side, but it's sti faithful conversion and n enjoyable game which rovides plenty of chal-

OVERALL 85%

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WIN £30,000 WORTH RIZES

N: SANdiscover wby SANTAN



SHINORI You're masashi, a tough ninja

urban landscape and heat the hell out of your opponents, end-of-level guardians.



SILKWORM after months of

negotiation with the

we're still under threat. There's no one left to press the Nuke button so the battle has switched to copters and plane. Non-stop shoot-'em-up arcade action.



Compete in formula one races in Brazil. America, France Monaco, Germany, Spain and Japan, Race hard, but watch out for other cars. visit the pits for fuel and

GEMINI WING

The aliens have had enough. They're not going to take their brethren being blasted on computer screen any more. So they've come down in their hordes to blast

the pitiful race of carbon-based

NIN.IA WARRIORS

Can you survive dagger to rid the street of the sour



that dare infest your home town. A classic arcade conversion

COMING SOON! DOUBLE **DRAGON II**

Ferocious two-player simultaneous martial arts mayhem. Evil fiends have captured your girlfriend - it's up to you and your brother to rescue her. Don't fail. Through the town, countryside, moun and finally into the lair. Use whateve

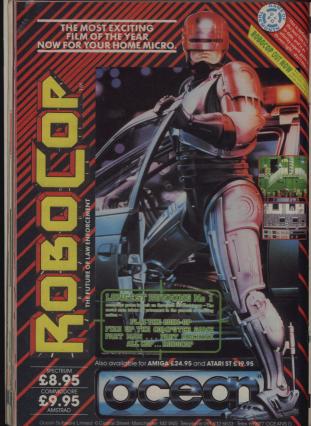
you can find to stay alive

AMIGA £19.99 ATARI ST £19.99 C64 DISK £14.99 C64 CASS £9.99 SPECTRUM CASS £9.99

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AMIGATOP 20

1	(-) (17)	Xenon II	Imageworks	96%
2	(17)	Promised Lands	EA	85%
2	(10)	F16 Combat Pilot	DI	76%
4	(-)	Bloodwych	Mirrorsoft	81%
5	(1)	New Zealand Story	Ocean	88%
6	(3)	Populous	EA	94%
7	(2)	Robocop	Ocean	90%
8	(6)	Kick Off	Anco	84%
9	(15)	Falcon Missions	Mirrorsoft	93%
10	(4)	Honda RVF	Microprose	82%
11		Falcon	Mirrorsoft	93%
12	(-)	Shadow o/t Beast	Psygnosis	78%
13	(5)	Test Drive II	Accolade	90%
14	(-)	Passing Shot	Imageworks	65%
15	(8)	Rick Dangerous	Firebird	87%
16	(14)	Indiana Jones	US Gold	81%
		Vigilante	US Gold	81%
18	(13)	Lombard RAC Rally	Mandarin	83%
10	(18)	Grand Driv Circuit	Assista	750/

At last Xenon II is out, and, as high climber for Mirrorsoft, step-

OUTSIDE BET STUNT CAR RACER: Superb

Wow! Action and adventure as straight into the top of the chart.

20 (12) Forgotten Worlds

BATMAN: Just out and headin' on up already, no doubt STUNT CAR RACER: Microstyle's 3D stomach-churner of a race game. Great stuff. INDY ADVENTURE GAME: Lu-

OUTSIDE BET TOWER OF BABEL: Intriguing prose, which is sure to attract a

DI ST TOD 20

9 (6) 10 (-) 11 (-) 12 (3) 13 (9) 14 (12) 15 (-) 16 (-) 17 (2) 18 (-) 19 (-)	Xenon II Promised Lands Bloodwych Falcon Missions Falcon Missions Indianaled Story Indianaled Falcon Kick Off Passing Shot TV Sports Football Forgotten Worlds Out Run APB Rocket Ranger Story So Far Blood Morey Blood Morey Blood ARC Rally Lombard RAC Rally	Mirrorsoft EA Mirrorsoft Mirrorsoft Ocean US Gold EA Mirrorsoft Anco Imageworks Mirrorsoft Ocean US Gold Klassix Domark Mirrorsoft Eltte Psygnosis Alternative Mandarin	949, 859, 819, 889, 889, 849, 949, 939, 849, 619, 889, 759, 789, 829, 849, 859, 869, 869, 839,			
		mundum	00 /0			

HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.

▲ Vigilante thumps enough slime to make 17th place.







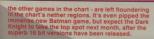
L FORM

ı	L			
٩			GAME	COMPANY
	1	(1)	CRAZY CARS	HIT SQUA
100	2	(2)	INDIANA JONES	US GOLD
	3	(4)	ROBOCOP	OCEAN
	4	(-)	BATMAN-MOVIE	OCEAN
	5	(6)	YIE AR KUNG FU	HIT SQUA
ı	6	(3)	GREEN BERET	HIT SQUA
510	7	(10)	N ZLAND STORY	OCEAN
Ā	8	(15)	BATMAN '88	OCEAN
251.	9	(-)	XENON II	IMAGEW0
257.	10	(5)	ENDURO RACER	HIT SQUA
	11	(9)	MiG 29	CODE MS
۱	12	(-)	SPITFIRE 40	ALTERNA
۱	13	(-)	RICK DANGEROUS	MICROPRO
	14	(8)	POSTMAN PAT	ALTERNA
	15	(12)	SCOOBY DOO	ENCORE
	16	(-)	PASSING SHOT	IMAGE W
	17	(-)	VIGILANTE	US GOLD
	18	(-)	APB	DOMARK
	19	(-)	TOP GUN	HIT SQUA
Š	20	(13)	DRAGON NINJA	OCEAN

fter months of chart domination by budget Asoftware, full price games are hitting back.
Still, it's a shame about crappy old Crazy
Cars holding the number one position, when more deserving titles like - well, just about any of

ATS TOP 20

					Ľ
ANY	SPE	CAMS	C64	ST	AI
QUAD	•	•	•	-	-
DLD	•	•	•	•	
N	•	•	•	•	
N	•	•	•		
QUAD	•	•			-
QUAD	•	•	•		-
N	•	•	•	•	
N	•	•	•	•	
EWORKS				•	
QUAD		•	•	-	-
MSTRS	•	•	•	-	-
RNATIVE		•	•	•	-
PROSE	•	•	•	•	
RNATIVE		•	•	•	
RE	•	•	•	-	-
WORKS	•	•	•	•	
LD	•	•	•	•	
RK	•	•	•	•	
QUAD	•	•	•		-







sixth position.



▲ We've a hunch Scooby won't be at 19



C64 TOP 20

Yeurrgh! Crazy Cars sits at the top for another month. Surely you could be spending your cash on better gear than this cruddy old alony? Hopefully one of Hit Squad's better rereleases will displace it by next month.

PG'S TIPS
STUNT CAR RACER: Just as
good on the 64 as it is on the 16
bits - a major contribution to
road unsafety.
MYTH: Great graphics make
this arcade adventure somethis arcade adventure something really special.
THE UNTOUCHABLES: Excel-

lent seven-part interpretation of the movie - a bit late in the day, though.

OUTSIDE BET WIZBALL: One of the best blasts ever for the C64 - at budget price! It's got to be big!

Spectrum owners are stricken with Batmania, which is good news for Ocean who have all three of their Batgames on the shelves, earning a mint. As usual, budget games dominate.

PG'S TIPS
UNTOUCHABLES: Terrific
adaptation of the movie, which
is bound to go far.
C&VG COIN-OP HITS: Superb
compilation of five US Gold arcade classics - got to be a hit
(whaddaymean - biasedf)
packed speed cop game, re-released at a budget price.
OUTSIDE BET
IRON LOPIO. Ubisofts garlicky

medieval romp, with lots of arcading and adventuring going

SPECTRUM TOP 20

1 (-) Batman Ocean	
2 (2) Crazy Cars HI Squad 6 4 (7) T 1 Dizzy Code Mstrs 7 (8) (1) Enduro Racer HI Squad 8 (8) (1) Enduro Racer HI Squad 8 (1) Enduro Racer HI Enduro Racer	92% 60% 80% 75% 81% 81% 69% 77% 35% 85% 77% 69% 70% 32% 80% 72%

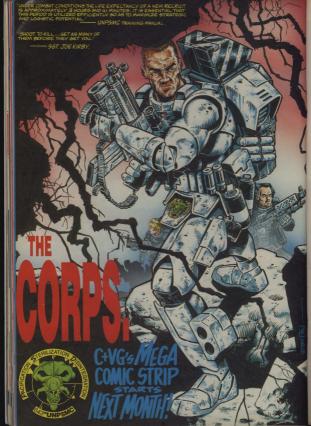
HE C+VG STAFF'S CURRENT GAME OBSESSIONS JLIAN RIGNALL: GHOULS 'N' GHOSTS (MEGADRIVE), SUPER MONACO

JULIAN RIGNALL: GHOULS 'N' GHOSTS (MEGADRIVE), SUPER MONAI GP (ARCADES), INDY ADVENTURE (PC), F-15 STRIKE EAGLE II (PC), EARTHSHAKER (PIN TABLE)

PAUL GLANCEY: FINAL LAP TWIN (PC ENGINE), DRAGON SPIRIT (PC ENGINE), INDY ADVENTURE (ST), INTERPHASE (ST)

PAUL RAND: STUNT CAR RACER (C64), ROCK 'N' ROLL (AMIGA), SHA DOW OF THE BEAST (AMIGA), WONDERBOY III (SEGA)





TINTIN ON THE MOON





neito comros stations i neie s me moon rocket, inima speciolis, i nove just regiment conciousness. Everything seems Olk, we are now tabling over the control of the rocket."

Abourd the rocket, you will relive with Tintin and his friends the most exciting odventure the world because of the rocket. The rocket is the second to the rocket in the rocket i

Will you screed in piloting the red and white nocket through space and achieve a flawless loading? Will you screed in piloting the red and white nocket through space and achieve a flawless loading? Will you do do to find the existing outputs Colone Barry, the totalor, who while floating in zero-growity (which in: r everybody's idea of loat)? Will you screed in finding and dozeming the bottom can dreaving your companies in ender to get or of the cocket to make the first step on the Moon '? You will discover all this by playing "TINTIN ON THE MOON", the first computer game booked on the comits belook by Herrys.

Before Armstrong there was Tintin and... may be you!

Available on : AMIGA, AMSTRAD, ATARI ST, SPECTRUM, C64, IBM PC.



COMPLATI

Christmas is just around the corner, and just like every other year, that means it's time for software companies to start wheeling out compilations by the ton. Julian Rignall has been sorting out the bargains...

C+VG COIN-OP HITS

CONTENTS: THUNDERBLADE BIONIC COMMANDO ROADBLASTERS OUTRUN SPY HUNTER

THE HITS TENTS: CONTENTS: SANXION NIC COMMANDO DELTA

DELTA
QUEDEX
ARMALYTE
HUNTER'S MOON
HAWKEYE

THALAMUS:

C64 £12.99
A stunning package of some of the best
764 games ever. Hawkeye is good.

C64 games ever. Hawkeye is good. Hunter's Moon is a sturning visual and aural experience. Quedes is weind, but why playable. Samkon is agent, but is still a good blast, and Armayte and Detta still a good blast, and Armayte and Detta are lived of the best shoot error ups on the more worthankle. Detta the puckage even more worthankle. Detta the puckage computer soundrack ever winter, and a fantastic Misr-e-lode music loading system. An absolute must for every C64

VERALL

STAR WARS TRILOGY CONTENTS: STAR WARS

EMPIRE STRIKES
BACKS
BETTIEN OF THE JEDI

RETURN OF THE JEDI

SPECTRUM £12.99
The first two vector graphic Star Wars

games are nicely executed, and contain games are nicely executed, and contain all the features of the original, the third one is a bit of a disappointment. One for the collectors

OVERALL 78%
AMSTRAD £12.99
The vector games are both excellent ren-

ditions of the arcade originals, and Return of the Jedi, although juddery is colourful and playable. Recommended. OVERALL

The C64 isn't much cop at doing vector graphics, and the versions of Star Wars and Empire Strikes Back suffer as a con sequence, with slow frame update mak-

ilay. The Heturn of the Jedi is blocky an loesn't really capture the atmosphere of the arcade original.

ST £24.93
Star Wars and Empire Strikes Back are both virtually indistinguishable from the arcade versions. Return of the Jedi packs

package for Star Wars fans.

OVERALL

81%

MIGA £24.99

celly the same criticisms as the ST

kage - the only difference is the

this.
OVERALL

Trunderblade and Outrun are good. Spy Hunter is superb, but the star of the pack age is Blonic Commandor, which sports some brilliant platform action and some amazing soundtracks. It you're a C64 owner who enjoys coin-op conversions.

OVERALL 87%



CONTENTS:

BLASTEROIDS THUNDERBLADE LED STORM

IMPOSSIBLE MISSION II INDIANA JONES AND THE TEMPLE OF DOOM

(NOT ON ST AND AMIGA VERSIONS)

SPECTRUM £12.99

OVERALL

Again, the only poor game on this com lation is Indiana Jones. Blasteroids and

OVERALL

81%

OVERALL

£24.99

OVERALL CONTENTS:

VOYAGER BATMAN R-TYPE

.....

DARK FORCE

CONTENTS: LAST NIN.IA II DARK SIDE BATMAN R-TYPE

SPECTRUM £12.99
Containing a mature of shooting, adventuring and fighting. Dark Force is a power-full package of high quality games. Last were Spectrum shoot len ups. Batman (again, not the game of the film) is brill and Dark Side is an engrossing and atmesshers. 30 arcade adventure.

100% DYNAMITE

CONTENTS: AFTERBURNER LAST NINJA II WEC LE MANS

DOUBLE DRAGON



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STORY SO AMSTRAD

ONTENTS: **IKARI WARRIORS** BUGGY BOY BATTLESHIPS

BEYOND THE ICE PA-LACE

A fairly good package offering a few hours of solid entertainment. Beyond the

version of the paper and pencils game. Ikari Warriors is a fairly enjoyable one or

£19.99

The games are all very similar to the ST versions, so the same criticisms apply. A

OVERALL

STORY SO

CONTENTS: SPACE HARRIER LIVE AND LET DIE HOPPING MAD **BEYOND THE ICE PA-**

LACE **OVERLANDER**

SPECTRUM

one of the titles on this compilation are illations available at the same price that OVERALL

Nothing wildly exciting on offer - many of the better games have already been on other compilations. Check out other compilations before shelling out your dosh on

OVERALL 62%

C64

£12.99 A weak package which suffers the same criticisms as the other two versions. The games might offer a couple of hours entertainment, but you won't come back to

OVERALL

STORY SO FAR III

CONTENTS: LIVE AND LET DIE **BOMBJACK** THUNDERCATS SPACE HARRIER

62%

STORY SO FAR IV

QUARTET WONDERBOY THE FIDOL ON GHOSTBUSTERS BACK TO THE FUTURE ALIENS

SPECTRUM £12.9

EPYX ACTION CONTENTS:

4X4 OFFROAD RACING STREET SPORTS BAS-KETBALL

IMPOSSIBLE MISSION II CALIFORNIA GAMES THE GAMES: WINTER EDITION

SPECTRUM £12.99

the rest of the games are good and offer

of varied, long-lasting entertainment. **OVERALL**

79% AMSTRAD £12.99

Same criticisms as the Spectrum version. Give it a go...

OVERALL 80% C64 £12.99

Again, the two rotten apples are 4X4 and Street Sports - the rest are great fun. Not an essential purchase by any means, but there's plenty of fun on offer

OVERALL

THRILLTIME **PLATINUM I**

CONTENTS THUNDERCATS IKARI WARRIORS BUGGY BOY BEYOND THE ICE PA-LACE

HOPPING MAD OVERLANDER LIVE AND LET DIE SPACE HARRIER

GLADIATOR DRAGON'S LAIR BATTLESHIP

SABOTEUR SCOOBY DOO AIRWOLE

FRANK BRUNO'S BOX-ING

£9.99

the titles on this compilation are already. available on budget - most of them for ally worth bothering with. Buy them separ

OVERALL

AMSTRAD

OVERALL

C64

OVERALL

ATINUM II

CONTENTS: IKARI WARRIORS BUGGY BOY SPACE HARRIER BATTLESHIPS LIVE AND LET DIE BOMBJACK THUNDERCATS

BEYOND THE ICE PA-LACE

ONPLATION CRAITY

THRILLTIME GOLD I

CONTENTS:

GHOSTS 'N' GOBLINS

TURBO ESPRIT

SPECTRUM 40.00

All the littles on this compilation are available on budget. If you like all the games and Bombjack, Turbo Esprit and Ghosts in Goblins are particularly good - it might be worth buying this. Otherwise buy your

OVERALL

MSTRAD £9.

rum version. If you like 'em all, you could ave three pounds by buying this packge. If you don't, pick up your favourites in budget for two quid (Turbo Esprit, lombjack) and three quid (Batty, Paperny, Ghosts' n' Gobling.

OVERALL

64

Surprise, surprise! The same criticism again. This time, though, Batty and Ghosts 'n' Goblins are definitely worth buying separately. The rest aren't muc cop - and don't bother with Turbo Espi

OVERALI

CHRISTMAS COLLECTION

CONTENTS: URIDIUM CYBERNOID II HYDROFOOL (SPEC/AMS ONLY) LIGHT FORCE

EXOLON SANXION (C64 ONLY

SANXION (C64 ONLY)

SPECTRUM £12.99

A tasty pot-pourri of golden oldies and new titles, none of which are bad. Hydrofool is a great 3D forced perspective arcade adventure, Eliminator is an interesting racing game-cum-blaster, while all the rest are extremely poished and playable shoot 'em ups. Highly recom-

OVERALL 86%

AMSTRAD £12.9!
The same criticisms (or should that be compliments) as the Spectrum version. The Christmas Collection offers weeks o

OVERALL

C64

Sanxion has been included instead of H drofool, making this a shoot 'em up only package - which isn't a bad thing if you'n an ardent blaster. There's literally weeks and weeks of tun to be had with this one

OVERALL

TOLKIEN TRILOGY

CONTENTS: THE HOBBIT LORD OF THE RINGS SHADOWS OF MORDOR

SPECTRUM £12.99
The Hobbit is a classic adventure game,

and although it's nearly six years old, it's still challenging and addictive. Lord of the Flings is a similar, but large game which comes in three parts and features multicharacter control. Shadows of Mordor is relatively new, and is a complex RPGstyle adventure. The Tolkier Trilogy is a brilliant package for adventure fans, and is highly recommended.

OVERALL

AMSTRAD

All the versions play identically to the Spectrum games, but the graphics are far more colourful, and where relevant, the sound is better. Look out for The Tolkien

Trilogy - t'll keep you engrossed for months!

OVERALL 86%

C64 £12.99
Once again, exactly the same gameplay

as the other versions, but with even better graphics and sound. If you're a C64 adventurer, check this one out!

OVERALL 88%

PREMIERE COLLECTION II ELIMINATOR CUSTODIAN MERCENARY BACKLASH

ST £24.99
Backlash is an enjoyable, but ultimately

dull ultra-fast 3D shoot em up, Eliminal is a colourful 3D futuristic blasting/racin game, Custodian is pretty poor, and Mercenary is a superb, sprawling first p son 3D arcade adventure. Overall, a re, sonable package

OVERALL 709
AMIGA £24.9
Same criticisms, really, Mercenary and

two games let the package down Take it or leave it.

OVERALL 70%

GIANTS

GAUNTLET II 1943

OUTRUN

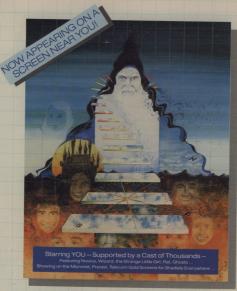
STREET FIGHTER

AMIGA £24.99

ining slick and addictive gameplay with real graphics and sound, but the others in the package aren't so hot. Street in the package aren't so hot. Street spitcher is the worst fighting game availble on the Amiga - it's fully die. Outun to an average port-over from the humrum ST version and 1943 is a fairly aver sur and the street and the street and the situation of the street and the street audition of the street and t

VERALL

650



SHADES THE ULTIMATE ADVENTURE MULTI-USER GAME...

The game that's unique! Forever changing. Always different. Can YOU outwit the brains of real human opponents rather than a pre-programmed computer chip? Meet people. Make fifrends, Face and overcome adversity to rise through the ranks and wield power over the land.

But don't be fooled - all may not be as it seems!

SHADES is available to computer owners exclusively on Micronet, Prestel and Telecom Gold. For further information fill in the coupon or phone free on 0800 200 700.



MUTANT **FORTRESS PLAYERS**

As hard mercenary types go. Brad is somewhere in the adored eighteen wheeler jugger

Mutant Fortress pales in o

his a very average budget

OVERALL

PAPERBOY ENCORE

ump on your BMX bike and pedal up the street on your



£1.99

Paperbay on the 64 wasn't the best conversion in the world first time around and, unlike a good Xmas pud, it hasn't improved with age. Sprites are

blocky and ill-proportioned, in-game music is more of a whine than a tune and the odd bug rears its ugly head. Suitable fodder for confirmed Paperboy junkies

OVERALL 52% OVERALL 83% OVERALL

chrome, graphics and accurate gameplay, if you missed the

1111111111111

at 1.99, it should war your heart after you've finished a cold paper round.









HYPER-SPORTS HIT SQUAD

Inter the Hyperspors Chanpromisp and take part in the permit part date part in the exercis of Swimming. Clay Piton (or Sikest) Shooring the authory Horse, Archery, Triple imp and Weight Lifting A comration of wrist-dislocating joytick waggling and posel-perfect ontrol need to be utilised to to the player through all of the sciplines. Most of the events fow three goes to equal or bettif the qualifying time or score, the third will be the side of the early side of the events to the player through all of the the third will be the player of the player.

64 £2

A blast from the past which upstages many of its lesswrinkly competitors. If multi-event sports sims are tops in your house, don't pass up the chance of get-

OVERALL 90%

old that it's badly in need of a

mes on the 64. Some of the ents are looking a little dated w, but the enjoyment is still are. A snip at three quid.



RAMPAGE HIT SQUAD

Activation's conversion of an Coult three player coin-opwhich sees the players as the sees the players as for the sees the sees the players as for the many cities which game. To hamper the progress of the mutar monaters are the seed of U.S Army who come on and rowes, armed who machine pun, nockets and helicopturulate who the mutar to design our your energy (depictor of your energy (depictor of your energy (depictor of the the top the sees of sees of

C64 £2.9

Full-colour graphics do not compensate for the awkward control apparent in this version. Definitely one to have a look at beforehand

OVERALL 62%

human.
Rampage is as close a conversion as anyone could possibly hope to achieve on the Spectrum. The three-player option has been thankfully retained, and the monochrome graphics capture the spirit of the original.





accurate conversion, for people who can 't enough of the arcade me. Others may not be

OVERALL 71%

OVERALL 74%

SOLDIER OF

RAD

Re-released on The Edge's

Re-released on The Edge's

Ught is the computer version of
the cult. Tato coin-op, originally
called Xand Steen. Working
for the Federation you, as
Stormeroope "Alin, must act on
the orders of Galactic High
Command and rich galaxy of
a trouge of armpaging silen
types. Each planet must be
tackled one at a time and, with
only a single-shot laser cannon

only a single-shot laser cannon for protection, you have a tough task on your hands. Collecting strategically placed weapon pods boosts your lirepower, making life somewhat easier the further you go. Once a planet is cleared of enemies the action switches to an intergalactic dog-fight as you, in your fighter ship, fly to the next area.

While the game itself is an enjoyable arcade romp with lots going on, Soldier Of Light only vaguely resembles the original arcade machine in presentation. No more than average aesthetically, it's best to think of Soldier Of Light as one of the better budget games around, as op-

op conversions. Worth checking out if fun without frills appeals to SPEC £1.9

Again, a fun blast, but minus any graphic or sonic niceties. Arcade addicts and people who don't know what to blow their last two pounds on should be well

0000000 0100 1280: 0100

C64 £1.5

An outwardly unremarkable conversion which, despite its shortfalls, still provides a challenge for fans of the coin-op.

RALL 77

07

C&VG AND U.S.

OUT RUN^{16,44} Take the wheel of a Ferrari Testarossa and test your driving skills on some of the meanest roads this side of the M25! And there's no speed light 19.



ROAD BLASTERS™. "4" Not only do you get to burn up the opposition, you also get the chance to nuke the ****ers off the road! "



SPY HUNTER¹⁹⁸. "Classic bumpin', crashin', smashin', road burnin', enemy trashin action as you carve up the freeway in this conversion of the classic horizontally scrolling shoot 'em up."?













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Reviews by Julian Rignall

Editor of C & VG.



ON ... FOR YOUR COMPUTER

smash pack that'll send your heartbeat into convulsions and your head into orbit.



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GHOSTS 'N' GOBLINS ENCORE

As brave Sir Knight, take on the worst that the Devil can cue a fair maiden in distress. Be-

before you get the gal. again, but that is in no way detrimental to play. The sequel to

THUNDER-



playable budget game until you reach load two. It looks and sounds okay, but there's not much game to

OVERALL





CATS

OVERALL

100

GLOBAL WARMING? - RUBBISH

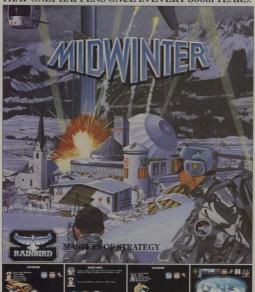
THE NEXT ICE AGE S RTS IN 2 MONTHS

Imagine a 30 Kilometre meteor smashing into the Earth. * THE AIM IS SURVIVAL Imagine a new Ice Age. The Earth, beaten and frozen. vields it's last island oasis. This last refuge is threatened by ruthless invaders. The history of the island, charts and maps of your 80,000 square mile refuge and a 32 strong band of defenders is yours. The first shot has been fired and time is not on your side.

* THE PLAYING AREA IS AN ISLAND OF OVER 80,000 SQ, MILES

* CONTROL A FORCE OVER 32 MEN * A 3D TERRAIN NEVER BEFORE SEEN HOME

THAT ONLY HAPPENS ONCE IN EVERY 500m YEARS.





ONE THING
MAKES THEM BETTER THAN
THE REST....







HAAAIII-YAAAII

WIN A COPY OF CHAMBERS OF SHAO LIN AND A BRAND SPANKING NEW ST TO PLAY IT

Hon'able software merchants at Grandstam think their new game, Chambers of Shaolin is the bee's knees, if not the dragon's toenalis when it comes to in-depth computer beat 'em up technology. In fact, they're so sure of themselves that they're prepared to prove it to one ultra-fortunate C-VG reader.

Unfortunately, this game is so amazingly hot that we could only get hold of one Atari ST copy to give away... But in case you haven't got an ST, Grandslam decided to throw one of those in as well. Not bad, eh?



ability, so no hard questions about "How long is the Great Wall of China in furlongs?" or "What was the name of Charlie Chan's number two son's number three girlfriend?".

Instead, we want you to design the ultimate martial artist - a Ninja with jet-powered shurikens, a Kung Fu master with spiked espadrilles, that sort of thing. The more outlandish the gear, the better





rul your design on paper in the form of a sketch or painting (don't worry if you can't draw. "I's ideas we're after), then bung it in an envelope with your name and address, then send it to... THE INSCRUT-ABLE SLASH 'N' BASH COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON ECIR AUI.

The closing date is January 3rd 1990, so you've got the entire Christmas hols in which to complete your masterpiece...



OUT OF THIS WORLD

An intrinse SI strategy game involving an interconnecting network of towers, pullations and this all rendered in solid SI network of towers, pullations and this all rendered in solid SI network of towers, pullations and pullation and produce the solid friends with your own fiendishly difficult creations. More than





















A RIDE ALONG THE ROCKY ROAD OF

SUBCONSCIOUS THOUGHT, WITHOUT SHOCK ARSORRERS

an experience than a game".

MASTERS OF STRATEGY A DIVISION OF MICROPROSE SOFTWARE

MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos, GL8 8DA.



> ST

DAMOGLES

BRIEFCASE

anyone's life, let alone a softare publisher's. You can do a ct of things in two years, and of things in two years, injus which were illegal then ould be perfectly legisimate ow, for example. Or you could arn to write a sequel to your est-selling classic, stop half-way rough to produce a pseudo seuel to another one of your clascs, and then carry on from here you let to.

where you left off.

Which is exactly what Novagen's Paul Woakes did. It's
been a long time coming, but D
mocles - the follow-up to what
was the ultimate adventure
game, Mercenary - is here, bigger, better and considerably

meaner.

Damocles carries on from where you left off in Mercenary. Remember? You were heading for the Gamma system when you were forced to crash-landing on Targ and subsequently had to acquire an interstellar craft and escape with up to 10 objects and as much money as possible.

Arriving in the Gamma system and landing on the planet Eris, you find that the comet Da mocles is due to collide here in it few hours time - and you are the only one capable of stopping

Damocles' gameplay is similar to its predecessor's, only this time around the hundreds of objects dotted around not only have financial value, but a use for example, an assortment of tools lying around could have aitable repair qualities. Then nere's a camera, complete with im, which can be used to recrd events to show to your attes at your leisure. Explosive so play a major part. One obous solution to your plight outlibe to blow up the comet do doubt a few buildings or aners alrone the west.

Your only help is your ship's computer, a ninth generation PC by the name of Benson. He's a guide and mentor who's not averse to the occasional dry quisamidst his helpful banter which scrolls across the top of the panel below the play area.

Moving around the Garma yayteen as zraighdroward enough, allowing you to concern trace on the cash in hand. There rates on the cash in hand. There and no complicated instruments and no complicated instruments to the play area shows, to the left emperatures, upend, alltices to the complicated instruments to on purposes, while on the right to on purposes, while on the right to one purposes, while on the right to one purposes, while on the right to one to the complex of the too purposes, while on the right too purposes, while on the too purposes, while on the too purposes, while on the too purposes. The too purposes to the too purposes to the too purposes to the too purposes. The too purposes to the too purposes to the too purposes to too purposes. The too purposes to too purposes too too purposes too purp

The Gamma system is similate our own, comprising a sun, nine planets, 18 moons and the sands of stars - all "mapped" onto a heavenly backdrop (this consistency means you can use

▲ A place of worship?

tions for navigation purposes).
Each planet has its own day and
night cycles, and even years pass



YOU'LL FIND ME INVALUE

▲ The Gamma system.

BY NOVAGEN







£19.99

96%

77%

93% **PLAYABILITY 96%** If you thought flying around in Starglider II was

GRAPHICS

good, wait 'til you get a load of this. Damocles is an experience to behold - and one not to be missed OVERALL 95%

Sorry, 8-bitters: versions for your machines are out

of the question. Work has yet to begin on an Amiga in carnation, but expect to play a very similar game in a month or so for the same price as ST Damocles. The news is also good for PC people, who didn't get to sample the delights of Mercenary the first time around. The CGA, EGA and VGA conversions of Damocles are being carried out by Paul Woakes and should see the light of shop toward the middle of next year. A price has yet to be fixed, and depending on the product's success, a PC version of Mercenary could follow.

SOUND

VALUE

UPDATE

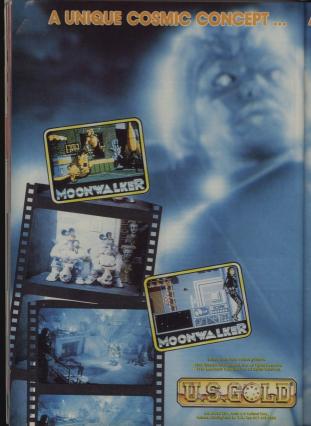
Voyager must be like. Landing

The more energetic player flight - the helicopter and tank

when you get really desperate! agen's Mercenary will appreciate



BRIAN NESBITT





MICHAEL JACKSON MOONWALKER



After conquering the world of popmusic Midrice/Lockson channelled file energy and fallent into meking its first film. New U.S. Gold present the frome computer version of final film, endorsed by the Superstor filmself.

Feel the thythm in Club 30, freneterm into a totalistic silver robot and ultimotely best the drug peddling Mit BiG in the unique world of MOONWALKER— a game like

CBM 64/128 & AMSTRAD Cassette & Disk. SPECTRUM 48/128K Cassette, ATARI ST.





A Watch out for the gi

bright side though, at least every uprising against him and tinues the struggle against this tion of assassinating Bangler.

ligence has informed Bangler of

al. And if that isn't enough, a selfbuilt into the robots, destroying

bombs and bullets, uncovering neath. Animation of all the also a delight, using a combina-







Ninja Warriors is a tough

PAUL RAND

UPDATE

C64 Ninja Warriors is coming soon, and also uses a thin screen to give a coinop feel. Should be worth looking out for.







BY MICROSTYLE

enophobe is a split screen one or two-player shoot

Although Xenophobe is an simplistic gameplay. All there is





▲ Shoot it in the head!

1111111	111111
AMIGA	£24.99
Looks and sound	s the same

▲ 88% infection! Yipe!

ly any variety from screen to screen, and very little in the way

The graphics and sound are

other than average. PAUL RAND

/////////	11111
C64	£9.99
GRAPHICS	77%
SOUND	80%
ALUE	61%
LAYABILIT	Y 78%

Starts off as a fun shoot 'n'





ZOOOOOM!!!

WIN

A DAY BURNING UP THE TRACK AT SILVERSTONE OR A FAB RADIO CONTROL BACER

If you read last month's C-VG you'll know that Vrgin Mastertonic's conversion of Continental Circus is one of the top road-racers around. But Yknow, sitting in front of a screen joyaticking your F-1 sprite around a famous Grand Prix circuit is all very well. but for REAL trouser-soiling thrills, there's nothing like a REAL trip around a world-famous race track, driving at mind-warping speeds in a REAL racing car! And that is just what Virgin Mastertronic are offering two first prize winners in this fabsville compo-a day's tuition at the John Watson Driving School at Silverstone in either an MG Montego EFI or a SC1 single seat racing car!

Don't despair if you're a non-driver, though, because Virgin are also giving away a terrific radio-controlled racing car, as well as copies of Continental Circus and posters as runners-up prizes for those who don't yet possess a cur-

All you have to do to take delivery of one of these prizes is design the most amazing racing machine on four wheels. You know the sort of thing. Pirelli Enormo-tyres, a vast engine, loads of chrome and some puretty fancy paintwork - something that could do some real damage to the environment

Get your sketch or painting in a whopper envelope and send it to: I'VE DESIGNED A CAR THAT LOOKS SO MEAN YOU'LL HAVE TO CHANGE YOUR UNDERPANTS COMP. C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, ECIR 3AU.

We'll be judging the competition as soon as we get back from Christmas hols (if we survive New Year's Eve, that is), so make sure your entries are in by January 3rd.







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MILLION MANIGA



Hiro, the last Bladeknight, stands alone and stares across the barren, red wastelands that were once the peaceful world of Thraxx. He is the only survivor of a terrible war, waged by Havok and his nightmarish forces, who rose up and shattered the Fireblade, the power source of the people of Thraxx. Now he must avenge the death of his race by entering the Undercity, Havok's lair, piecing together the sixteen segments of the shattered blade and using it to kill Havok...

The mission starts near the entrance of the Undercity, a



▲ Very Oriental opening screens.



sprawling hazardpacked labyrinth that's heavily populated by Havok's hordes who

attack Hiro on sight. Being a Bladeknight, he is skilled in combat, but sometimes even his powerful punches and kicks can't cope with the vicious onslaught, and his energy bar is worn down as the enemy strike. If the bar is worn down five times his mission is over.

But things aren't all bad ometimes extra energy capsules and even weapons such as guns and firebomb launchers can be found by kicking open false panels in the walls. Extra weapons are extremely useful, but because the power of the Fireblade has been destroyed, they only work for a limited period of

The pieces of the Fireblade are hidden throughout the Undercity, often in rooms

00000000

.....





Hola! The title screen (yeah, we ran out of pics). whose doors are hidden behind walls which break when punched or kicked. So when you enter a new room, check out

any likely-looking walls for hid-

den rooms and secret passages.

But it's the incredibly addictive gameplay that makes Switchblade a classic platform game that no self-respecting games player should be without

JULIAN RIGNALL



When the Fireblade is fully assembled, Hiro can finally hunt down Havok and face him in a final showdown. There can only be one winner...

Switchblade (designed and programmed by Core, who were also responsible for the brilliant Rick Dangerous) is a tremendous game which looks and sounds like a 16 bit product. but plays like a console game. The gameplay is superlative. with a beautifully-balanced difficulty level that is very challenging, but lets you get just a little bit further with every go, making it massively addictive (watch the hours fly by when you're playing it). There are loads (and I mean loads) of hidden bonuses to discover, and you seem to find something new every game. adding even more lasting appeal.

The graphics are small, but detailed, and the sound is great, with a thumping good soundtrack and excellent spot effects.

UPDATE

miss 'em.

ST, Amstrad, Spectrum and C64 versions are coming soon, and will all feature the same maddeningly addictive gameplay. Don't

AMIGA £24.99

GRAPHICS 81% SOUND 91% VALUE 90%

PLAYABILITY 95%

which combines unbeliev ably addictive gameplay with great graphics and sound. If you thought Rick Dangerous was good, this'll blow your socks off!!!

OVERALL 93%



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BY DOMARK















JULIAN RIGNALL

VALUE PLAYABILITY 93%













The Amiga version is coming along nicely, and will look and play the same as the ST version. Spectrum and Amstrad Hard Drivin' both look very impressive, although they do slow down when there's lots going on - still all the features of the arcade game are in there. The C64 version is an unknown quantity - it's not the greatest machine for doing 3D graphics, so it's advisable to take a look at the game before buying.









xel has become mega-rich fortunately, his girlfriend Lucy by a big, green dragon whose

The dragon is hiding in a far reach to pay the ransom, passing \$00 000 01 0000

tures bogging you down when

Still, that's hardly a niggle,

BY GREMLIN

though eight different lands be-

smen. To add to this confused state of affairs, Axel must collect throughout the eight levels (the banks), in order to get his girl back safely.

To protect himself from the rigours of the outside world. the head, as well as to smash the

time limit set by the dragon, but Anyone who owns a Sega

thought of Alex Kidd practically word go. In fact, Axel's Magic





to snuggle up to, were they not suitably bouncy, jingly and generceedings, Brilliant!

UPDATE

The Amiga version of Axel's Magic Hammer will be released shortly, and with the exception of a few minor colour and sound alterations, should be exactly the same as the ST game.

VALUE PLAYABILITY 85%



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WOOOAH! WEEEE!! WHOO-HOOO!! OH DEAR, I'VE CRASHED.

Oh, how the cynics chuckled when Domark announced they had bought the licence to convert Atari's Hard Drivin', the machine with the mighty "Polygonizer' hardware which makes fast 3D vector graphics such a breeze to program.

But now those same cyrics are "lauphing on the other aids of their fases" to one appuise phrase) and if you look at the review on page 120 of this issue, you'll see why. The conversions are nothing short of brilliant, and Domark are so pleased with them that they are happy, may, extelle to be giving sway a brand spanking new video cassette recorder and is collection of highly enterlaining cassettes, jam-difficulties, and the collection of the c

"How do I win this saucy prize?" is the question which is no doubt playing about your lips. Well, me old beauties, all you have to do is this. Find yourself

a large piece of paper, dig out your little sister's Care Bear-shaped fluffy pencil case, then pull on your thinking cap and design the ULTIMATE stunt driving course.

We want loop-the-loops of course. Daredevil leapssure, yeah. But the winner will have even more bizarre and exotic obstacles on his or her track, like... Oh no, no clues. We're going to leave it wholly to your imagination.

Once you've got your idea on paper, bung it in a nice big envelope then whizz it off tooooc... THE "DO-MARK DOESN'T HALF DRIVE A HARD BARGAIN" COMPO, C+VG, PRIORY COURT, 30-32 FARRING-DON LANE LONDON, ECHS 3AU.

The winner will be picked as soon as we come back from our Christmas hols in January of next year. Remember, we can only return entries if they're accompanied by a stamped addressed envelope!!











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"WINNERS DO IT FROM THE FRONT!"

REVIEW

SCAPEGHOST HIT

BY LEVEL 9

There's one thing you can be sure of when you play Scapeghost - you won't make a fast mistake that will get you killed. How come? You're already dead when the game starts! In fact, you start your esistence in this game by watching the crowd disperse at the end of your own funeral, and from then on, it's up to you to prove how effective a ghost you can be.

The adventure is in three parts, and whilst each can be played separately, it's far better to treat the game as one whole adventure. In this case, on the Amiga at least, moving between parts is almost transparent to the player. Playing a part out of order will undoubtedly spoil the story as a whole.

Scapeghost has all the usual Level 9 commands. You can GOTO a named location, character, or object, talk to other



▲ Luke uses force.

characters and ask them to carry

out tasks for you. And with RAM SAVE and UNDO commands, you have a slick set of tools at your disposal for getting you out

of trouble. On versions with graphics, the pictures slide up and down under mouse control and refresh in situ. Scapeghost combines a very organal story line with some highly nursual puzzles based on the supposed characteristics of ghosts. The high-level commands available make it a pleasure to play, and free from frustration even if a silly mistake is made. The puzzles range from easy to quite hard, and there an close in the text to guide the player, making this a game anyone should be able to tackle with confidence. Destrike the porcasional slicks.

Despite the occasional glitch, I rank Scapeghost as Level 9's most enjoyable adventure of all time, in fact, because sadly Level 9 have announced that this is to

KEITH CAMPBELL

UPDATE

If you're an adventure fan, you'll be pleased to hear that Scopephot it coming out on virtually every mochine: Spectrum, C64, Amstrod, Atari XL/XE (text only), BBC 484, BBC Master (with pictures) Atari 37, IBM PC, Amstrad PCW and on C64, Amstrad and Spectrum + 3 disks with pictures. Hurnally



stared around at the others, as a priest wouthed platitudes over a nearly rave, and wondered who had copped it this time. Ihen I read the name on a early wreath...

This version allows you to use RAM SAVE and RAM RESTORE to save a position is servery, and UNDO to take back bad moves).

was standing beside my own grave. I could see some mourners, a detective, a weble, a new wreath and a mound of earth.

As the mourners prepared to file away, ignoring me, I was still rooted to the spot. This was going to take a bit of getting used to.

AMIGA £19.99 GRAPHICS 78%

GRAPHICS 78% SOUND N/A VALUE 86% PLAYABILITY 89%

A jolly good adventure which will doubtless appeal to all adventure players.

OVERALL 88%



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ADVENTU

Oh dear! Keith Campbell reports from a barren desert of a oncegreen adventure world. But is it all bad news?

Adventure fans could be in for a lean time in the coming months? Level 9 have re-leased their 'final' adventure, Scapehost, and are moving on into arcad-oriented RPGs. This will be a sore disappointment to their adventure fans, especially those who were looking forward to adventure-oriented RPGs from Level 9 - the Austin's original plan.

Nothing new is likely to emerge from Magnetic Scrolls until at least March. When I spoke to her. Anita Sinclair was being particularly tightlipped about future plans, except to say their next adventure will be "mind blowing Scrolls currently intend to release no more than one adventure per year. To fill their idle hours, they are diversifying into business software, it seems. What? Yet more spread sheets? Perhaps these will have spectacular pulldown graphics...

Apart from the promised Sierra titles reported last month, and the occasional surprises that pop up now and again, it seems we will be pretty starved of new adventures until Elvira arrives. Elvira, a big name in horror in the USA, is a big girl wherever she goes, as I discovered recently, when, with countless others, I queued for a turn to sit rather close to her in a London nightclub to capture the occasion of the press launch of a video and computer game. Elvira specialises in horror, and as well as being the mascot of Mike Woordroffe's Horror Soft, she is to star in their next adventure, entitled: Elvira - Mistress Of The Dark. Elvira (the game) should be coming to a computer store near you anytime now.

ADVENTURE HELPLINE

What next? - the infamous cry of the vexed adventurer - is echoed by Allen and Mark Errington, Playing Manhunter New York, they have found a crowbar and a body in the park, and can go no further. Which seems to be more or less the spot where Erik Brovig from Oslo has got stuck. He's outside the Natural History Museum, and stranded in Central Park by a bush under which he has found a metal device. Sounds like vou have unearthed Allen and Mark's crowbar there, Erik!

there, Erik!
Whist pondering their
Manhunter dilemma, Allen
and Mark decided to play
Gold Rush, and were last
heard of expressing their disappointment at not finding a
key for the door under James'
cabin! Any experienced gold
diagers out there?

Alan Ralph of Brighton has a Personal Nightmare in which he gets run down and killed by a car. He can dodge it, but sooner or later it always comes back and gets him! Can anyone rid him of this terrible dream?

Who can come to the rescue of a lady in distress? Her name is Carol, and she is having terrible trouble with a fanglizard in that Ram Jam adventure, The Terrors Of Trantoss.

Here's a problem from a home-grown adventure to test you! It's one that I have not come across, but then a Helpline is here to help all! Who can tell lam Miguel of Lockerbie how to get past the Stone Demon in Crystal Carem?

How do you escape from a bunch of humanoids, when your hands are tied and you

have no possessions? That is a question that has been much troubling Legend Of The Sword players. Has any body solved it? "Here's my best chance," I thought when I bumped into that "Infocom before breakfast" adventure expert Paul Coppins, once a mainstay of the C+VG Adventure Helpline, and curre tly working for Micropro-But I only hit upon the answer by accident!" remarked Paul in his usual modest way. You'll find Paul's way out of this tricky situation in the Clues section! If you have answers to

If you have answers to any of the problems methany of the problems methtioned here, some hot lips for a
recent adventure or RFC, or
your even, then drop me a
line at Adventure Helpline,
C+VC, Priory Court, 30-32
Farringdon Lane, London
ECIR 3AU. FII write back as
soon as Lan! And if your
name is Kelly Medori and
you live in Hally, please write
cus Scary Mustants but I have
lost your address!

ROLE CALL

Dungeon Master is nothing if not a tricky game, and it seems my tipsters have fallen victim to its trickery! According to Stephen Salt of Newark, the answer to 1 am all, I am none' is not NOTH-ING, as printed in the September issue, but the MiR. ROR OF DAWN. It only three items are correct in the september issue, but the Mill. ROR OF DAWN. It only three items are correct in the service of the

It's not much fun slopping around in a sewer, not knowing where to go next! That's the current position of Simon Leigh of Bristol, who is playing Bard's Tale, and cannot find the exit stairway going down from the first sewer level. Meanwhile, Jonathan Murphy of Carmarthen has found the silver square

terms in the second of the sec

and circle, but is unable to locate the silver triangle, needed to enter the final level of Mangar's Tower. Timsts say that your adventure column has been going strong through thick and thin when other lesser magazine, have slopped covering, ad we will be supped to the stopped to the stopped to the stopped to the supped to

"Thank you, Jonathan!"
Erik Brovig once made it into the wizard's room in the magnificent pyramid of Pools Of Radiance, but died at the



hands of the demon. How can he return and survive the experience?

And finally: "Any idea where the abyss is in Ultima IV?" asks Michael Bogle of Edinburgh.

HOME GROWN ADVENTURES

Mitch Pomfret of MSB Cames hopes to revitalise the 8 bit market with a series of new adventures. First will be Blood Of A Vampire, a C64 text adventure. A 16 bit version may follow. "Any publishers out there interested?" asks Mitch, hope-

Correction: Shards Of Time, an adventure from Titan Games, reviewed in the September issue, costs £7.99, not £14.99 as printed. A RE

graphically enhanced version capable of running on a 1040ST is also available for

This month sees the first home grown adventure from Stormbringer Software: Menagerie. Written for the 48k Spectrum using PAW, it casts you as a vampire, and the game opens just after a successful encounter

ny little eye a Bat's Boney lare Bod."

I can do nothing but warmly recommend this slightly irreverent adventure. It costs 22.49 and it's available from Ian Brown, I Amanda Road, Glen Parva, Leicester LE2 9HW, to whom cheques should be made

ACL TO RETURN? As we go to press, a copy of a letter from the ex-Adventurer's Club Ltd to an ex-member has come into my hands. It announces the re-launch of the club during November, and was apparently sent only to people who had ordered software through ACL. No mention is made as to the position of members with part of their subscrip-

tions unexpired when the

with

a vic tim.
In flight from the police, stumble into a bunch of

aliens, and pass out as they point a hand-held device at

You wake up to find yourself a rare species in an alien menagerie. As alien blood is not compatible with your metabolism, your only hope is to find the lost Bloodstone of Baal, and squeeze it.

This is a humorous adventure, with a few graphics and some refreshingly amusing replies to the player. "Examine handbag", for example, elicits the reply "A quite spacious handbag that formerly belonged to a middle aged woman with blood group O Rhesus Negative." And after removing your clothes to provide enough objects to plot a maze, every response contains the phrase "I spy with THE STREET



CLUES

ZORK II BALLOON: Fly it by removing the cover from the container, and burning anything inflammable in it. BANK: Try walking through BOX IN WALL (UP VOLCA-NO): Use the fire brick to blow it open. Make a fuse from string. CAKES: They each have a dif-

Work out your strategy before consuming! CAROUSEL ROOM: To stop it revolving, press the button in the machine room.

it revolving, press the button in the machine room. CLEAR SPHERE: Throw your sword at the glass to ge

CRYPT: Turn off all the lights when inside! DRAGON: Keep attacking I with the sword and moving towards the ice room. GRUE REPELLENT: You must stom the carrows you must stom the carrows you

must stop the carousel room before you can find it! IRON KEY: Retrieve it from the other side of the door

 using the classic method! The tools required are in the gazebo.

PORTRAIT: Remove it from the bank by dropping the bro chure in a viewing room, and then walking through the cur tain.

tain.

LIZARD DOOR: The lizard likes a special type of candy. MENHIR: Move it by casting the FLOAT spell. You need the wizard's wand to do this.

ODDLY ANGLED MAZE: It is shaped like a baseball with Mayor as if origin from

the wizard's wand to do this.
ODDLY ANGLED MAZE: It
is shaped like a baseball
pitch. Move as if going from
base to base, and note that
the lights should get brighter
as you progress.

as you progress.

UNICORN: To get his key, kill the dragen and rescue the princess. Follow her when

ward. WELL: To reach the top, into the bucket and pour

water.
WIZARD: Put paid to him at the end of the game. Pay the devil his due and get him to

Z





ADVENTURE CLUES This month's hot problems solved:

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pseudo-3D scrowing landscape, Bloody can run in and out of th screen, and throw grenades an shoot in all directions. Enemy soldiers are everywhere - on motorbikes, behind oil drums, perched on trucks - and all fire at the hero on sight. If Blody sustains a hit, his energy bar is worn down, and a completely depleted bar results in the loss

As well as the president, the evil terrorists are also holding other soldiers prisoner - including your best friend - and all can be rescued for extra points by

simply touching them.
As the hero progresses through the game, there are major obstacles to overcome, such as a giant submarine and huge tank, and there are some horrible surprises in store late on. I'm not going to tell what, but if you've seen Rambol I.

they're along those sort of lines To be perfectly honest, Bloody Wolf looks pretty awful and mediocre sound lies a fantastic arcade adventure that's full of action and excitement. It's tough to start with, with loads going on, but the superb gameplay keeps you coming back for more - I've been playing it for hours no excite.

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CORRRR!

5 NINTENDO DELUXE SETS ON OFFER

Those lovely people at Nintendo have decided to move Christmas forward a month and have five brilliant Nintendo Deluxe Sets to give away. These megapacks contain a Nintendo console, a light gun for shooting down those pixel baddles, a friendly ROB robot AND a couple of games to get you started! Brilliant, ep. 3

"Where is the catch", we hear you cry. Well, there is now. Well, not much of one really, All you've got to do is answer the easy peasy lemon squeezy questions below, pop them on the back of a postcard and send it off to: N-N-N-N-N-NINTENDO COMP. C-VQ. PRIORY COURT. 30-32 FARRINGDON LANE, LONDON, ECT 3-AU.

Okay, here are the questions...

Mario is a Nintendo megastar - but what is his brother called?

2. What is the sequel to Donkey Kong called?
3. Gradius is one of the top Nintendo shoot 'em ups. What was the arcade game better known as in the UK?

Please make sure your entries arrive before January 4th 1990, 'cos that's when we'll be putting them into a large pair of Y-fronts. The first five correct entries pulled out will win their senders the fab Nintendo sets. So what are you waiting for? Get writing!





(Nintendo)

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LOOK OUT FOR THESE OTHER EXCITING NEW TITLES COMING YOUR WAY SOON: the Dribble; Life Force; Metal Gear, Track & Field II; Wizzards & Warriors; Xevious; Megaman; Robe Warrior; Section 2

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ST AMIGA SPECTRUM

BY DOMARK

kay, okay! I know it's but imagine yourself in California on a sun-kissed day. It's hot. Reeeeeal hot. To cool off, you and pack of Cokes, inflate a couple of giant inner "toobs", jump in the creek and prepare to let your troubles float away

stream, you start to dream that the creek has become a wide. wide river. Suddenly, off to the right, a tree plunges into the be certain glugsville! In desperation you hurl one of your coke cans towards it and, amazingly, it goes straight to the bottom! But before you have time to get foes appear further down the





hooks at you, and you have to use your hands and feet to franti cally paddle your toob away the water and nasty toob-eating

The only way you and Bif can ever wake up from this nightmare is to toob it all the way to the end of the river - and that means running the gauntlet of a daunting array of hazards. Every so often the river forks - with each separate tributary leading kins are after our buoyant boys. Hell is full of such nightmarish creatures as skulls, knife murderers and pyramids with eyes. Even worse is The City (all concrete, nasty punks and pollution), and then there's The Jungle and Ice World which are



both teeming with deadly wil-

To make things even more your toob through bonus gates. screen and tears you limb from

But it's not all a nightmare

If you manage to reach the beach party at the end of the ▼ Hillbillyland on the Spectru



Weeee! Down the rapids! baddies might sound silly, but it's what to expect next!

Amiga and ST are great, with the shop and some really crazy worlds to paddle through Whether or not you were a fan

JULIAN RIGNALL

Y Yoah! It's the 'gator! Yes, again!



As you might have gathered reading this. Toobin' is one al weirdness that makes it so ap-

UPDATE

Amstrad and C64 versions are coming soon, and will play very similarly to the Spectrum version, but will and sound.

11111111111111

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PREVIEW

NORTH AND SOUTH

INFOGRAMES Remember the North and South TV miniseries of a couple of years back? Well that's got nothing to do with this game. Well, OK, it has, but only insofar as it's based on the events War. Stop yawning at a strategy game, but

there's not a hex-grid or tem in sight. In fact Infogrames' effort is an ingenious arcade/strategy game in the Defender of the Crown mould which pits your Yankees against the computer's Confederates (or the other way around). Three laff-a-minute arcade sections and loads one to look out for RELEASED: AMIGA NOW, ST PC NOVEM-PRICES: AMIGA ST

FUROPEAN SUPER-LEAGUE

Christmas wouldn't be footy game in the charts, and CDS have come up with the goods just as Division One is beginning to get interesting. European Superleague casts you as the manager of one of the top eight international teams, with the intention of taking your brave boys to the top of the table. Standing in your way are the other

teams (of course), a know-it-all chairman who has no qualms about firing you at the matches, Totally icon driven, and using a unique system to display each Saturday's

ings, European Superas you read this. Oi. Bobby, get that contract RELEASE: AMIGA ST SPECTRUM AM-STRAD C64, NOVEM-PRICE: AMIGA ST

£19.99, SPECTRUM AMSTRAD C64, £9,99









SNOOPY THE LOST BLANKET



MIDWINTER

full swing. The world's

you, as Captain Stark, to



all in there, giving out objects and verbal cluse to help the dog detective along on one of the three different solutions. Sounds interesting—check out the review next month. RELEASE: ST AMIGA NOW, C64 SPECTRUM AMSTRAD, DECEMBER PRICE: ST AMIGA

DARIUS PLUS THE EDGE

Talle server and the server and the



RELEASE: ST AMIGA C64 SPECTRUM AM-STRAD NOW

PRICE: ST AMIGA 19.99, C64 SPEC-TRUM AMSTRAD £9.99

TRUM AMSTRAD £9.99 | Disc Meure and Davider | Davider |

cluding hang-glider battes, sking ja usunts and cable car assaults. Mady stuff, hun? And sol is should be, as it is offered to be sold to be so



SEARCH FOR SHARLA THALAMUS

In production even as we speak is Thalamus' latest and most ambitious title to date. The Search For Sharla is being billed as a cross between Dungeon Master and Lords Of Midnight, with the task in hand being to defeat the evil sorceress, Sharla, who's up to all manner

of nasty things. The stats being bandled about are pretty staggering, with tens of thousands of different graphic views, a realistic sleep option (eh? - Ed) and over 500 interactive characters. This C64 screen shot looks a bit of all right, but how will the whole kit and kaboodle turn out like? Find out soon in our forthcoming review. RELEASE: SPEC AMS C64 ST AMIGA, DEC PRICE: TBA

PUNISHER THE EDGE

Dolph Lundgren, he of the hefty biceps and triacross cinema screens in Rocky IV. returns to movie version of this violent comic book. The Edge, noticing the current revival of the whole comic industry secured the rights to the game of the film, a screen shot of perusal. Expect oodles of fun 'n' guts when The Punisher blasts his way screen in two shakes of a dolph-in's flipper RELEASE: SPEC AMS C64 ST AMIGA, DEC PRICE: TBA



PREVIEW

SNARE

Crumbs! Thalamus cer tainly aren't resting on their laurels, are they! The boys with the sma test T-shirts in the biz (excluding our own, of course) sent us a scree shot of their latest orig inal product, which is d scribed as "a weird shoot 'em up". Other de tails are lacking at pres ent, but we should have a review of the product next month, so keep your peepers peeled. RELEASE: C64, NO-VEMBER



SEVEN GATES OF JAMBALA

GRANDSLAM
This strange game takes
place in the mythical
world of Jambala and
you play a little bloke
with absolutely no dresssense whatsoever (dig
that 'groovy' purple
that 'groovy' purple

object is to travel through the world, batting beasties, sloping off with your spoils and, presumably, opening the seven gates in the title. All sounds rather jolly, doesn't it. We'll review it when it lands on our

desks...
RELEASE: ST AMIGA
RELEASE: ST AMIGA
C64, NOVEMBER
PRICE: ST £19.99,
AMIGA £24.99, C64



JUMPING JACK SON

INFOGRAMES
Jumping Jack Son is the
only surviving ancestor
of rock 'n' roller Jumping Jack Flash, he of the
old Rolling Stones hit
that none of us can remember. Anyway, young
Jack has to retrieve
every last rock and roll
record, left littered about



TV SPORTS BASKET-BALL MIRROR-SOFT/CINEMA-

Who said TV Sports
Football was the be-aliand-end-all in 16 bit
sport sims? Whoever
you were, if Cinemavare's follow-up is anyvare's follow-up is anyhing to go by, you were
vrong. We've seen a
ouple of early demos
nd, well, our jaws litoally dropped. In fact,
ne member of staff had
be rushed to hospital
have his seminary.



sing some of the most valistic action you'll ver see outside of a asketball court, and of burse all the frills, bills and little brass iddly bits you've me to expect from

HERAKLES GAINSTAR

GAINSTAH
Herakles takes place at
a time of unrest in
ancient Greece. Some
nasty piece of work has
thrown the keystone, life
force of the Gods, off
the top of Mount Olympus, smashing it into
twelve pieces. Zeus'
son, Herakles, must
leave behind the tranquility of his unearthly
homeland to search for



REVIEW

cious band of classical music lovers. Not only that, but he must also find the first record which Elvis made, recorded on his mum's birthday. Weird or what! Find out what the world's first rock 'n' roll arcade game is like when we review it in the RELEASE: ST AMIGA. PRICE: ST AMIGA.



glance at the screen shot printed here shows usual attention to detail which have made the Bit



Just casting a swift **PSYCHO FOX** SEGA

in the Dark Ages, on the trail of a mass murderer

This one looks very familiar to us lot down here. Remember the computer game Foxx Fights Back from a year ago? Yes, it does bear a bit of a resemblance, don't you think? Whether it is a conversion of that title we don't know, but we don't really care as long as the finished product is worth playing - after all, that's what counts. isn't it.

RELEASE: SEGA, DEC PRICE: £24.95



the pieces, before the country. Featuring views and a scaleddown map of Greece. the fancy of both gamers and historians

evil spirits rise up and do unspeakable things to the inhabitants of the 'unique" 3D perspective Herakles should tickle RELEASE: ST AMIGA

PC. JANUARY PRICE: ST AMIGA PC. £24 99

DYNAMITE DUX





DEAD ANGLE

SEGA
Another arcade conversion to the little 8 bit coole, with the currently trendy 1930's Prohibition 1930's Prohibition 1930's Prohibition 1930's High blooze racketers with a big gun storyline. If this screen shot is anything gun storyline. If this screen shot is anything tog by Sega coveres are in for a treat when Dead Angle hits the store shelves soon. RetEASE: SEGA, JANUARY

BASKET-BALL NIGHTMARE SEGA

Basketball with a territying difference - after
all, wouldn't you be
more than slightly wary
of a basketball-wielding
wolf wearing a pair of
purple drainpipes? Positively nightmarish! A
strange new twist on a
strange new twist on a
well-tried theme looks
set to be a winner with

ASTERIX AND THE ENCHANTED CASTLE COKTELVISION Objective is all set to make

Asterix is all set to make his second appearance on home computers alternthe disastrous attempt made by Melbourne House a couple of years back. This time panoramix has forgotte how to make the magic strength potion which

name at buy As
veryeques to see small
see



DRAKKHEN

INFOGRAMES Infogrames recken the Directions recken to Direction is the best RPQ since Burgoon Master, but then they say that, don't they? You've you've to serve the past about to set off to the 3D scrolling land-cappe, a-vorpin; and rampagin; through the visat caseles and duringsom when we discovered the toxi in our covered the covered the toxi in our covered the covered the



FULL METAL PLANETE INFOGRAMES

Gosh, doesn't the title of this latest game from over ze water sound a teensy bit like a rather gory Stanley Kubrick film about Vietnam? So what if it does, the two have absolutely nothing in common. Full Metal Planete is derived from a French Sci-Fi strategy board game called Ludodelire, and it centres around the exploits of a mercenary, hired by a large mining company,



to nobble the opposition and pinch all of their gear. Sound wild and wacky enough to you?! certainly does to us her at C+VG. Whether the fished article is up to





Sega sports addicts. The question is, would YOU play ball wearing anything less than designer togs?

RELEASE: SEGA, DEC PRICE: £24.95



GREMLIN soccar fans went out and bought Gremlin's Footballer Of The Year, so it seems only sensible for the Sheffield-based softco bring out a sequel, and this is it. The aim's the same-that of beating all of your fellow footy players to become Footballer Of The Year - but this time round a host of new

problems stand between you and your title. Five leagues, trivia questions, international matches, gambling and team tactics all rear their spherical pig bladders as you work toward your goal (pun). Sounds fun? Look out for a review,

STRAD C64, NOVEM-£19.99, SPECTRUM AMSTRAD C64, £9.99





grames, though. RELEASE: ST AMIGA. CHRISTMAS PRICE: ST AMIGA. £24.99

ere







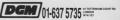
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along the roughest of dirt tracks and through busy tunnels - if you can hold

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